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INDEPENDENT SUPER NINTENDO MAGAZINE

SUPER PLAY

ISSUE 25

NOVEMBER 1994

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Official UK release

REVIEWED!

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BRAIN LORD
BATMAN AND ROBIN
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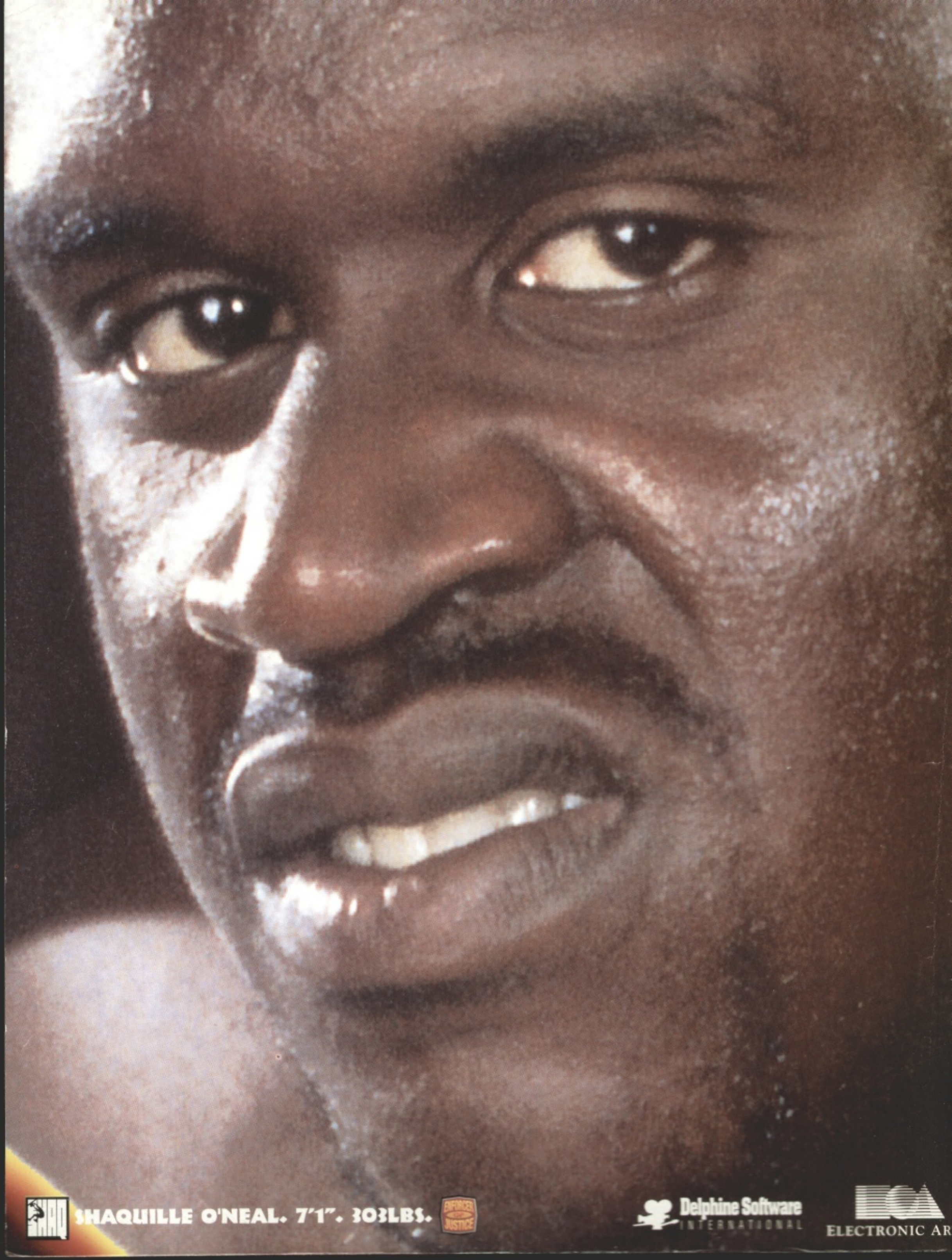
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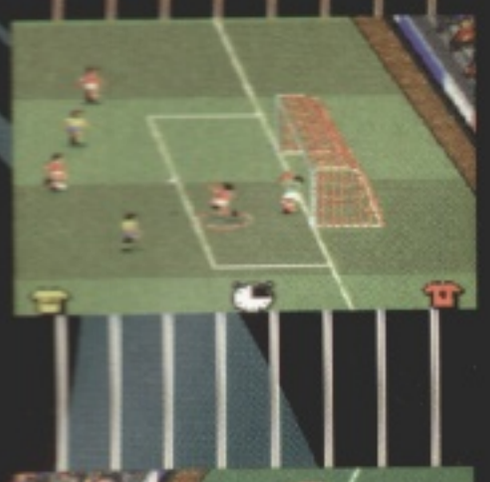

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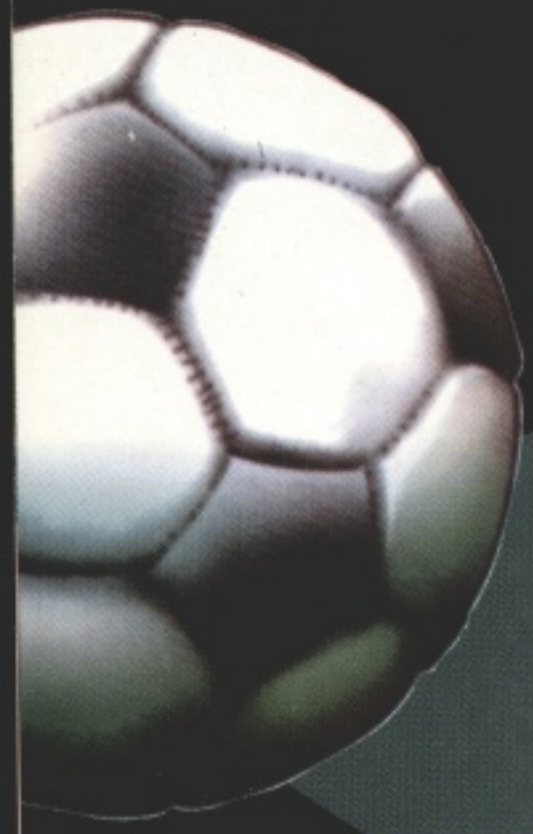

MEGA DRIVE

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KICK IT!

ANCO

VIC TOKAI

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INDEPENDENT SUPER NINTENDO MAGAZINE

Super Play

October 1994 Issue 24

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A big hello goes to William Black, the best SNES-gamer in Urchfont. Hiya Bill!

Tiny Compo: What is Rocko and Hef's shy, bespectacled turtle friend called? Win a cart – send a card to Panel Compo.

Call *Super Play* on Thursdays only, between 2pm and 6pm. NEVER call for gaming advice! Phone the Nintendo Hotline (0703) 652222.

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Future PUBLISHING

SUPER PLAY EDITORIAL

FROM THE BIG CHAIR

Our full contents listing starts just over the page

Remember when we asked for postcards which we could forward to Nintendo, to bring pressure on them to release RPGs in the UK? Well we've had loads and loads turning up every day.

And now that *Secret of Mana* is finally appearing in this country, this should add impetus to the campaign to get all the games we really want released officially here. We'll keep you informed of any other releases, of course, and we hope to be telling you soon that our campaign is working.

In the console and video-game world, it's never too early to be thinking about Christmas. Nintendo are pushing the SNES very, very hard this year. There are a couple of reasons for this. One is that it's a damn fine machine, and deserves to be in every home in Britain. The other is that people are naturally interested in the next generation of machines, including Nintendo's own 32-bit VR engine and Ultra 64, and while increasingly good games are coming out on the Super Nintendo (look at *Donkey Kong Country*), Nintendo aren't going to relax with their flagship for a long, long time.

But it has to said, times are hard, so the big N are dropping the price of *Donkey Kong Country* by £10 to £59.99 just to make sure. Sixty quid for a 32-Mbit blockbuster is going to make it very popular indeed.

Nintendo are also getting big with the Super Game Boy. You must have seen the adverts. Effectively, they've realised the popularity of their SNES and SNES-related products, and are making sure that they're within the reach of everyone's pockets. Which, of course, is a good thing.

Of course, the run-up to Christmas brings all the best games. *Street Racer*, *Sparkster* and *The Adventures of Batman and Robin* are all welcome, and as the big day in late December approaches, we'll be seeing more and more quality software.

Also, there's just time to thank everyone who contributed to Wil's Anime Drawing Compo. By now you'll all have your creations safely back in your possession, and with luck you'll have made it onto page 64. If not, don't worry. Envelope Art is always going on, and Wil's planning another drawing guide, this time starting where the first left off.

Enjoy this issue – there's loads in it!

James Leach

James Leach, Editor

INDEPENDENT SUPER NINTENDO MAGAZINE
Super PLAY

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REGULARS

SUPER EXPRESS 8
All the news as it happens. And sometimes even before it happens, thanks to our extensive network of highly respected psychics.

GAMEFREAK 72
Totally unique to *Super Play*, this section answers the most technical of queries with all the style and panache of Andy Warhol doing a Brian Ferry impression.

MODE 7 74
The man with the dancing fingers and killer instincts is once more here to tell you all the secrets about your games. He also sticks a few jokes in (which we sometimes leave).

SUPERMARKET 78
The biggest bargains in the SNES world are available here! Turn to page 78, tune in and drop out. Alternatively, read some of the slightly puerile messages therein.

PLAY BACK 80
'A lively and informative section, featuring fascinating readers letters', as described by Peter Ustinov in a recent issue of *Süddeutsche Zeitung*, the German newspaper.

WHAT CART? 84
More info than Directory Enquiries. Except that's it's all about virtually every game available for your SNES. Read it and sweep. Whatever that means.

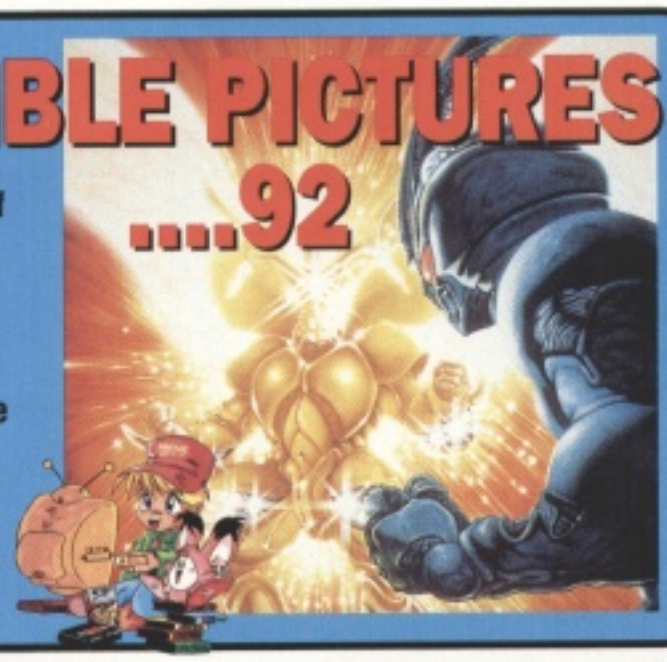
BACK ISSUES 95
Get hold of old *Super Plays*. A recent find in Sussex unearthed issues dating back to 1270, when it was written on parchment and cost just £1.50.

IRRESPONSIBLE PICTURES 92
What do you do when you're not playing games? You watch anime, of course. So do we. And thus we're able to bring you reviews of the films which you should snap up. Beautiful.

ABC: 50,578*
*Super Play's circulation – measured by the Audit Bureau of Circulation

IRRESPONSIBLE PICTURES 92

More from the burgeoning world of anime films. Yes, *Super Play* endeavours to bring you all the best from the shelves packed with latest film releases in the shops. Or something. Also, we bring you all the top news from the industry. Apart from the libellous gossip, obviously. Not that we get to hear much. Anyway, that's this box filled nicely.



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UK & IMPORT GAME REVIEWS index

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Konami are responsible for this game. Find out whether their special brand of magic is still intact in our big review. After all, it's just a platform game...

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Here comes a game wanting to topple *Super Mario Kart* and *Wildtrax* from the highest branches of the driving-game tree. It's got a four-player mode, but what other surprises does it have?

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A Bee Team Production

ISSUE 25
NOVEMBER 1994

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The best RPG in the world is now officially available in the UK. Read our big *Mana* feature to find out why it's imperative that you get your hands on it.

WIL'S ANIME COMPETITION

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Your drawing talent impressed us very much indeed. We laughed, we cried. We nicked lots of good ideas. And we gave the results three glorious pages.

GET READY FOR THE FES

The Future Entertainment Show is being held from 26 – 30 October 1994 at Earls Court. It's the video game show of the year!

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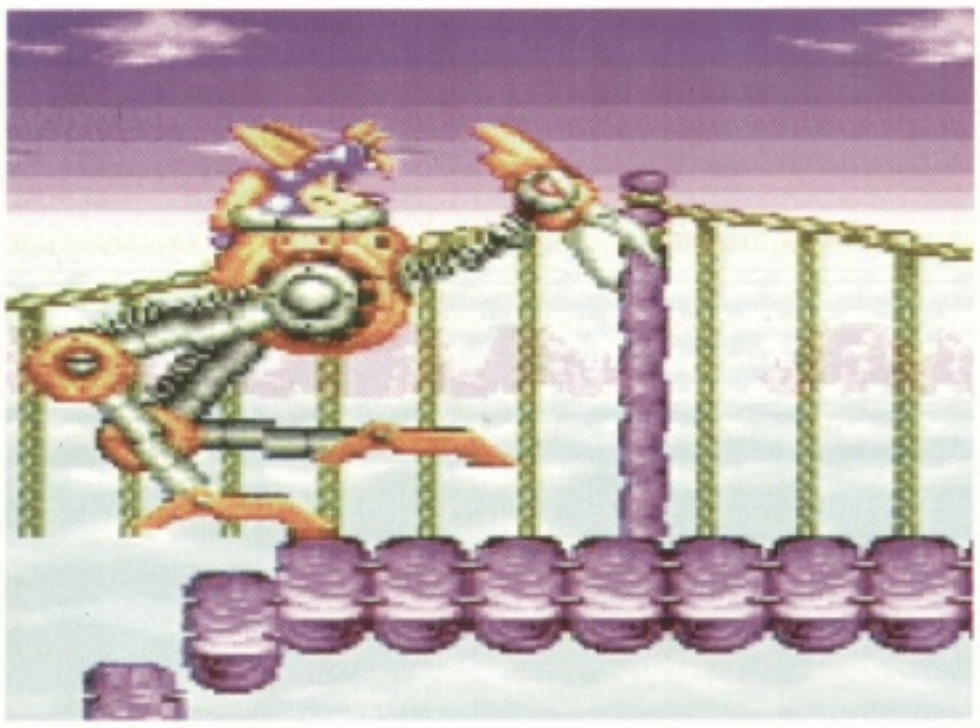
SPARKSTER...40

Never has an opossum created such a fuss. Apart from the time one got into the Oval Office and it's scampering feet accidentally changed the firing codes for the Minuteman missiles waiting in their Nevada silos.



Ultimate Video Games

See the future of video gaming in the free supplement with this magazine. And it's from the makers of *Super Play*!

MORTAL KOMBAT

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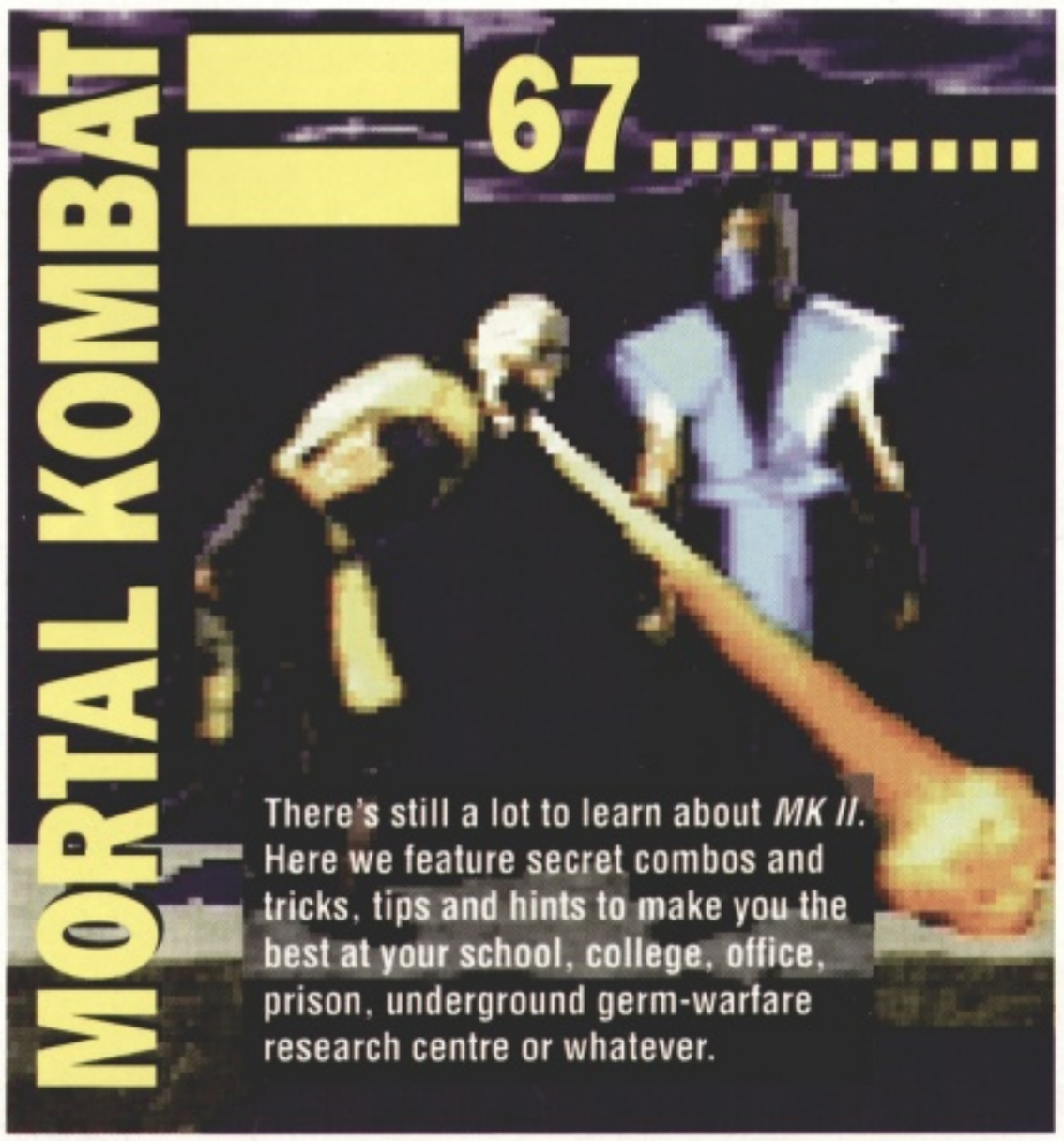


There's still a lot to learn about *MK II*. Here we feature secret combos and tricks, tips and hints to make you the best at your school, college, office, prison, underground germ-warfare research centre or whatever.

SUPER PLAY PROFILES

This month we're all on our hols, except for our Tone.

James Leach

I'm going off to: The Isle of Man TT.
I always travel by: Bike. Even though it's terrifying.
When I arrive I'll: Change my underpants and try to stop shaking.

Ollie Alderton

I'm going off to: See Bristol Rovers.
I always travel by: Train. Or I used to.
When I arrive I'll: Get my blue and white on before realising they're playing at home.

Debs Cook

I'm going off to: The Greek Islands.
I always travel by: Sedating myself heavily first.
When I arrive I'll: Spend two weeks recovering on Domestos.

Zy Nicholson

I'm going off to: Paulton, evidently.
I always travel by: Picking omnibuses at random.
When I arrive I'll: Do my best to shake off this annoying kid.

Wil Overton

I'm going off to: Harlow in Essex
I always travel by: The Future van.
When I arrive I'll: Be in a right state. Luckily I'll fit in perfectly with all the Essex folk.

Tony Mott

I'm going to: Do loads of work.
I always travel by: Bus. To work. I've got tons to do.
When I arrive I'll: Work until my fingers bleed. And work some more.

SUPER

NEWS NETWORK SUPER NINTENDO NEWS

Nintendo UK has announced that it will be releasing an official PAL version of Capcom's *Super Street Fighter II* – but not until April of next year.

'95 RELEASE FOR CAMMY AND CREW

The company had previously stated that it would not be picking up the game at all, as sales of *Street Fighter II Turbo* hadn't been as great as they had originally forecast: indeed, according to one Nintendo spokesman they still had 'warehouses of *Turbo* carts' to shift. In addition, the unprecedented cost of manufacturing the *SSFII* cartridge – requiring 32 megabits of ROM – would have necessitated a shop price of anything from £60 to £100. Not a consumer–friendly sum, especially at a time when cartridge sales are down on previous years.

However, criticism from frustrated gamers, hassled retailers and the specialist games press has helped to sway opinion at Nintendo's UK headquarters. Another major consideration must have been that *Street Fighter II* has always been seen as a Super Nintendo game: this year, however, Sega had a 40 megabit UK version of *Super Street Fighter II* for the Mega Drive on the shelves mere weeks

THE UK GOES APE FOR DONKEY KONG

Nintendo UK is currently preparing a PAL conversion of *Donkey Kong Country*, which will be on sale on 30 November in time to catch the Christmas boom in game sales. Because of the game's size – a whopping great 32 megabits of cart ROM – it will cost you a fairly hefty £59.99.

The company had previously announced a price of £69.99, but this became the subject of criticism in the trade press. Retailers were worried that it would prove too expensive for all but the most devoted gamers (in comparison, a hardware bundle containing the Super Nintendo, one joypad and a Starwing cart now costs little more at £79.99).

It's a worry for third party developers and SNES owners alike that Nintendo seems intent on keeping cartridge prices so high. If any other software house produced a game as big as *DKC*, the costs charged by Nintendo would make it hard for them to sell it for less than £90. It would be great to think that we'd see more games with the audiovisual splendour promised by *DKC*, but even big names like Acclaim, Sony and Ocean would think twice before producing such a game for the European market.

Capcom's romantic view of 'England', from Cammy's stage – including the oddly *Scottish* Northern Lights – is a little out of touch. No wonder we get a raw deal...

after the game's Japanese release.

In the confusion that followed, rumours circulated that a limited edition *SSFII* 'X' cartridge – a conversion of the current arcade machine – was on the verge of release in Japan and the US. Given Capcom's shortsightedness in producing a minor rehash of *Turbo*, not to mention the puzzlement of UK gamers expectantly saving up for the next *Street Fighter* game, it's understandable. However, the rumour is unfounded. *Super Play* spoke to Erin Shiba of Capcom USA, who categorically denied that such a game was about to appear: "Of course, people like to believe in such stories," she said. At present, Capcom's *SFII* plans involve an arcade-perfect version of 'X' for the 32-bit, CD-based 3D0 console; and a *Street Fighter III* (based on digitised pictures of the actors in the forthcoming live-action adventure movie) for Sega's 32X

Super Street Fighter II – the last Super Nintendo game to let you take take on Chunners?

– but nothing for the SNES. Indeed, even the new hit coin-op title *Dark Stalkers* isn't scheduled for a 16-bit conversion. Instead, a line-up of original games like *Mega Man X2* will represent Capcom's continuing commitment to the SNES. The company's recently-formed Stateside R&D arm will take a part in developing further titles.

But how many of these games will we see over here? In the case of *Super SFII*, Nintendo UK has lost face to its main rival Sega, and this decision indicates considerable uncertainty in their marketing policies. In the meantime, the UK's grey importers must be delighted with the profitable opportunity which has been handed to them by Nintendo UK itself.

SUPER PLAY COMMENT

It's always been our belief that the best Japanese and US games should receive an official release in the UK. That's why we applaud Nintendo's decision to pick up Capcom's game for PAL cart manufacture.

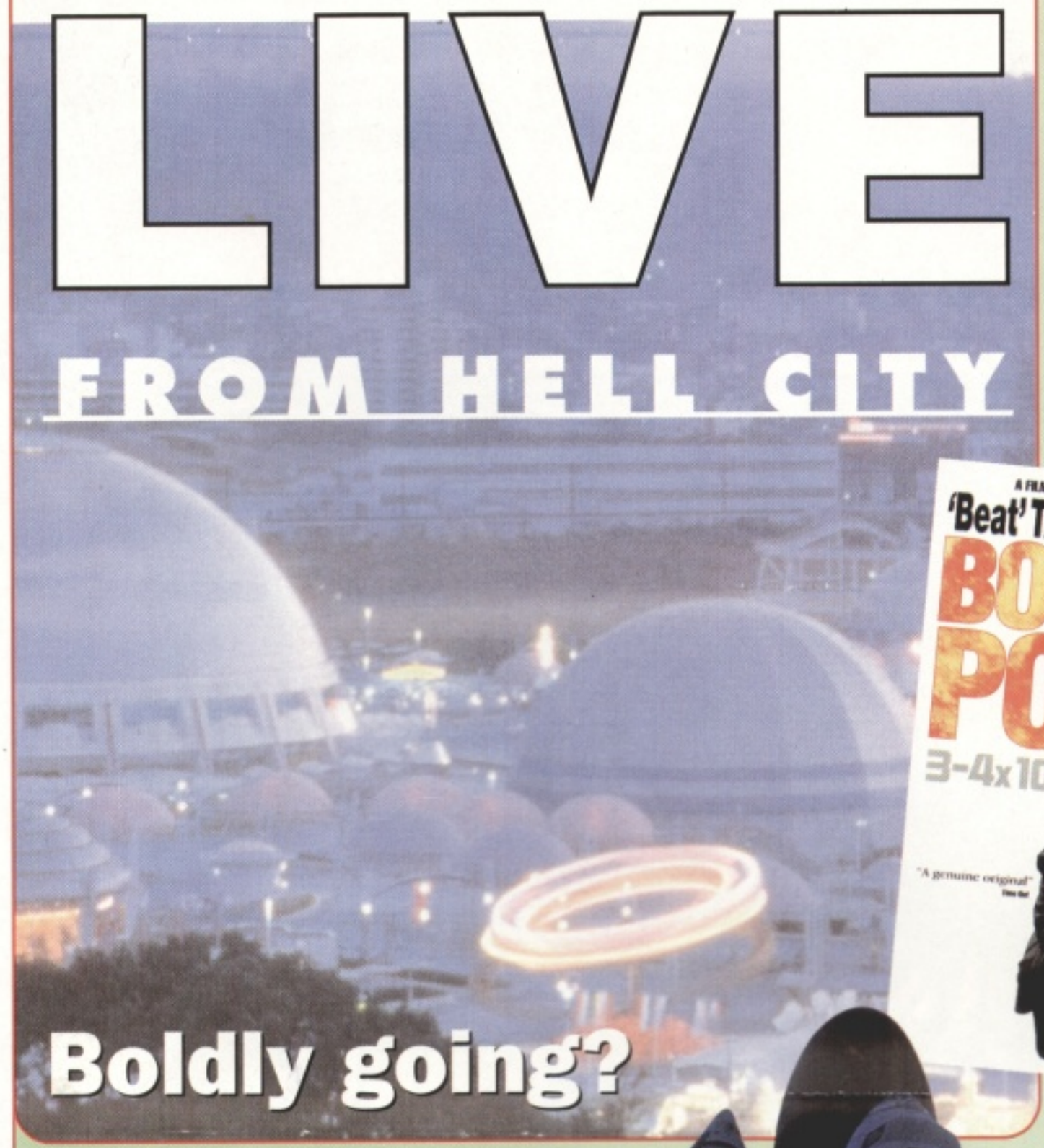
The problem is that no SNES owner will happily wait until next Easter to fork out a high price for a game that's already been outmoded in the arcades. Fans of *SFII* in particular will be fully aware of the grey import cartridges available in their small local independent games store: you can pick up a US version right now for £60, which is at least as much as you'll pay for the official release next year.

The result? When a PAL cartridge of *Super* appears next year, interest will have waned and Nintendo UK's sales will again disappoint them. No doubt the big N will try to blame independent magazines like *Super Play* for covering grey imports and damaging their sales, but there remains the question of why they couldn't manage to do what Sega did. Yet again, it's a case of too little, too late.

LIVE FROM HELL CITY

Boldly going?

The first mine on the moon; a new space theme park for aspiring astronauts; and ordering food made easy for tourists in Japan.



Takeshi's films *Sonatine* and *Boiling Point* will get a UK release on October 10 through Manga Video.

260 tons, one careful owner, only 1,000,000 miles on the clock...

With this spinny chair arrangement, scientists can gauge your reactions to the disorientation of space travel. They can soon tell what you ate for breakfast, too.

Space Race

The Japanese are getting into space... slowly. Their space program began in 1954, with research into rockets. Early attempts like the KAPPA series and the _Osumi rockets were designed exclusively for launching low-level, small satellites, but this year the Japanese have got their own larger rockets off the pad.

Two organisations form the equivalent of their NASA. The first was set up in 1969. NASDA, the National Space Development Agency of Japan concentrates on designing satellites, but the Institute of Space and Astronomical Science, established, in 1981 is where all the action is – these are the people who build rockets!

The great hope for the Japanese program is a rocket called the H-2. It's 49 metres long, weighs in at 260 tons and can carry a payload of two tons. It's a two stage rocket. The first stage burns liquid hydrogen and oxygen, like the engines of the Space Shuttle. The rocket had its first successful launch in February 1994, marking a new era for Japan since it relied solely on domestic technology.

In the short-term Japanese ambitions centre on commercial satellite launches, however, the capsule that they put into space in February 1994 is designed to be the nose cone of a space plane they expect to come into service in 2010. The ultimate ambition is to mine minerals from the moon. Tokyo firmly deny that their space program has any military use and from the very start have emphasised the peaceful side of exploration and research.

All the launches are from Tanegashima Island, just South of Kyushu and 615 miles South-West of Tokyo. This is effectively the biggest problem facing the Japanese space effort, since a deal struck with local fishermen limits launches to a mere 45 days a year. This means that they can only launch about two rockets each year. And all because the fishermen are worried about frightening the fish with all the noise and light. The fish have not, as yet been invited to join the program.

Space world

You can experience the wonders of space travel firsthand (well, sort of) at Space World. This theme park is situated in Fukuoka and covers over 330,000 square metres. Using technology and facilities imported from NASA, the space camp gives youngsters a chance to experience the same training as astronauts. They can also check out the latest developments in the home-grown space industry in various theatres and when they get bored of that, take a few space-age roller-coasters!

Lots of flashing LEDs are essential.

Beat it

There's a man in Japan who recently declared that you, me and the Nintendo generation should be 'fried in oil'. His name is Takeshi Kitano, and we want to know what has he got against us?

His recent outburst was a bit controversial, but when you see some of his movies you'll understand his rather twisted take on modern Japanese life. He's seriously big in Japan, but almost unknown outside. You'll probably know him as the silent-ultra-violent anti-hero in *Violent Cop*. Or, failing that as the brutal Japanese soldier, in Nagisa Oshima's, *Merry Christmas Mr Lawrence*.

Kitano first made it big in Japan as a TV trickster, playing stand-up comedian Kyoshi, half of a double act called the The Two Beats. At the peak of their popularity the Beats were on seven different TV shows a week, cross-talking their way through everything from politics to sex. The nickname 'Beat' stuck with him after that.

The coolest thing Kitano has ever done, in this reporter's notebook at any rate, was allow his name to be used on an American product called Jolt Cola. This endorsement, though rampantly commercial was also perfect for him. Jolt Cola comes with twice the caffeine of any normal cola – guaranteed to break the ice at parties! You can find it over in the UK now, too!

So, what's his gripe with the kids and their video games? Throughout Japan Kitano is regarded as a true Edokko, meaning son of Edo – Edo being the former name of Tokyo. That coupled with his love of tradition can mean only one thing. For all his posturing, Kitano is strictly old school! Perhaps though his 'fried in oil' outburst was just an attempt to create a bit of controversy, since he's due to star in a new film, entitled *Johnny Mnemonic*, based on a novel written by William Gibson who, as any tedious futureologist will tell you, was the geezer who brought us the whole virtual-cyber-net-reality-space-type cliché in the first place. Seems the old school's fighting back.

After all, what's so bad about being boiled in oil anyway? In the first five minutes of *Violent Cop*, a tramp is nearly beaten to death, then ridden over by a push-bike – seems like we'd be getting off lightly!

Plastic food

It's long been a tradition here in Japan for restaurants to display plastic replicas of the dishes they offer. These shiny and inedible feasts make waiter's lives much easier. When faced by suspicious tourists who just can't get their heads round the confusing menus, they can just point at a plastic platter, and their work is done for them. What no one expected, however, is the emergence of a market for these synthetic models. Within Tokyo, a store called Kappabashi is cleaning up by selling these ultimate souvenirs of people's favourite dishes. Sadly the store doesn't sell fake vomit, so there will always be a corner of Japan that is forever just a memory of your first sushi experience.

JAPANESE FOR BEGINNERS

Last month we taught you the basics of using public transport, now we bring you the first few terms you'll need when you first arrive in Japan. First up, there's customs to negotiate.

1. I'm British:	1. Watashi wa eikoku-jin desu.
2. I'm here on holiday:	2. Kyuka de kimashita.
3. I've lost my passport:	3. Pasupoto o nakushimashita.
4. I have nothing to declare:	4. Shinkoku suru mono wa nani mo arimasen.
5.Time to collect your luggage. Where are the trolleys?:	5. Teoshi-guruma wa doko ni arimasu ka.
6. Could you help me with my luggage:	6. Nimotsu o hakonde kudasai.
7. I can't find my luggage:	7. Ga mitsu karimasen watashi no nimotsu.
8. Where should I go:to find the lost property?	8. Otoshimono o sagasu niwa doko ni ikeba ii desu ka.

JIG JIG

For a nation obsessed with technology, the Japanese have a passion verging on the extreme for the good old-fashioned jigsaw. Except this is Japan, where no product can be just a product. All of them are sold with sachets of glue-like-stuff and tiny sponges. The rationale is you'll only ever want to make it once. Konami, yes that's right, you've probably head of them from the video game world, manufacture their own range, imaginatively enough entitled the Konami Art Museum. The top novelty they're employing on some of their more recent puzzles, is the usage of luminous paint. The idea is that you build your jigsaw skyline or whatever switch off the lights, enjoy the glow and you could almost be there. Almost. With some serious squinting, that is.

The nice people at Konami are stumping up 10 jigsaws from their range in an exclusive once in a lifetime, never to be matched give-away. You cannot buy these from your local games store! *Super Play* have shipped the puzzles over from Japan, and we want you to have them! A little pieceful (sorry) relaxation fitting shapes together should calm your jangled nerves. Alternatively you could just try throwing pieces at friends and family. To enter simply fill in the form below, answering our question. What are you waiting for?

Your Name:

Your address:

Complete this sentence in thirty words or less.
To me, the word jig means...

Complete this form and return it to:
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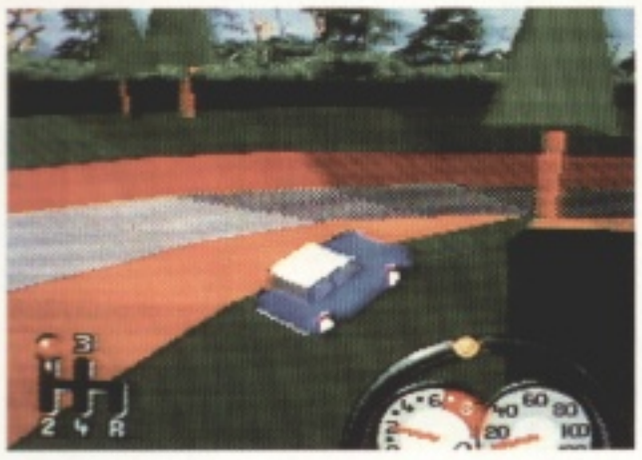
THE NEXT SUPER FX GAME!

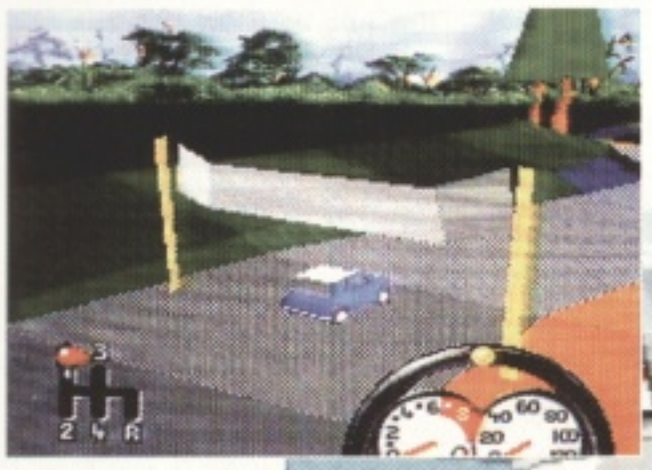
Having successfully overseen the *Vortex* project, Electro Brain is planning to storm the SNES market with yet another polygon-based 3D game. We caught them at last month's European Computer Trade Show, where they were cautiously revealing a pre-production version of the latest game to utilise the Super FX 2 chip. That game is *Dirt Trax FX*, a motorcycle off-road racer with the action set inside huge sporting stadiums. Programmed in the USA by Sculptured Software – they of *MKII* fame – it mixes polygon-rendered tracks with bitmapped sprites to remarkable effect. The control method is similar to *Stunt Race FX*, with the L and R buttons performing hard turns as you thrash around 16 tracks aiming to leave your opponents gagging on your exhaust emissions. The frame update is swift and fluid – partly due to the decision to use sprites for the bikes – and the two-player mode is just about as much fun as the one-player, thus banishing those ugly *Stunt Race FX* gripes. The finished game won't be appearing until at least Christmas (next Summer is more likely) but it looks like it'll be worth the wait – this is going to be *big*.

In the meantime, *Vortex* has been picked up for distribution on the Sony label and will be on the shelves before Christmas. It's been completed finished and polished since we played it for our Work In Progress, so we'll have a full review in next month's issue. However, *Starwing II* remains a mystery: Nintendo has no further comment on the long-awaited two-player space blast-'em-up that continues the adventures of Fox McCloud and the Arwing crew. Rest assured, we're badgering our contacts on the development team for more information in next month's issue.

You may also be wondering what has happened to *Powerslide*, the FX chip rally car sim from Elite we first covered some issues ago. The developers at Motivetime have since produced a fully-functional version which pretty roughly imitates the PC and CD-ROM versions they're simultaneously creating. We've played the latest SNES incarnation, and can report that it accurately recreates the experience of thrashing an Escort around a muddy track, right down to the feel of the suspension as it takes a bump on the left wheel. The only problem at the moment is that the game doesn't run anywhere near fast enough, despite its FX chip assistance. Therefore, the plan is to simplify it slightly for the Super Nintendo market. The nature of the simplification isn't certain, but unfortunately it seems they may have to sacrifice some of the realism – the game's selling point – to achieve the requisite speed. We're confident the compromise won't be too drastic, however, so we're still looking forward to this particular FX racer with a reasonable degree of anticipation. A new release date will be announced shortly.



***Dirt Trax FX:* Sprites over polygons, eh? We like it.**



Above: Let's hope Elite remove that Mini along with the other changes.

Right: Expect lots of texture-mapping in *Vortex*. Oh, and explosions too.

INTERNATIONAL SUPERSTAR SOCCER

'Great!' we thought, 'a football game with world-famous celebrities like Al Pacino, Naomi Campbell and Brian Cant, all getting grass stains on their kecks in a sliding tackle.' But no, alas. Konami's *Perfect Eleven* is looking like a big hit over in Japan, and it's being converted for the West under the big name of *International Superstar Soccer*.

As Blabbermouth muttered last month, the game's incredible running commentary will probably lose a little when its hyperventilated, tartrazine-inspired Japanese samples are exchanged for the more understandable and sedate verbiage of an English speaker. However, that shouldn't detract from a realistic and playable football sim with some remarkable playing details and superb sprite graphics. The repertoire of moves isn't as over-the-top as those of other Japanese games: even the rainy pitch, with it's rough-mown stripes, carries more of a Saturday Match feel than its competitors.

What's more, the programmers have crammed everything into the once-sufficient 8 megabits. *International Superstar Soccer* will appear in the UK in January '95, with a price tag of £49.99. Or fifty quid, as normal people call it.

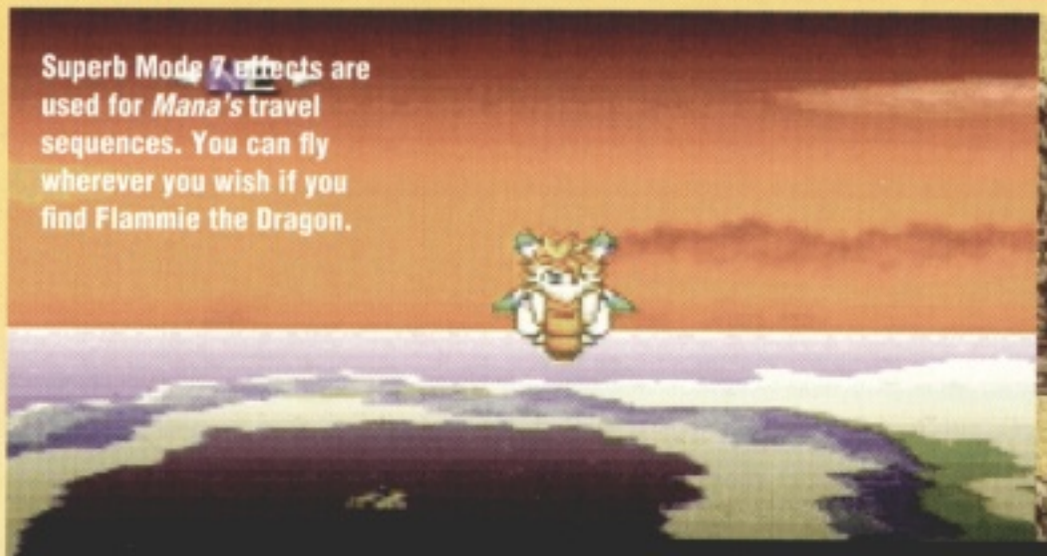
***Perfect Eleven*: being converted for the West under the name of *International Superstar Soccer*.**

KICK OFF 3 (and a half)

Anco's last venture into the muddy field of SNES footie sims came a cropper this Summer, when it was unavoidably delayed by a joint deal involving the Mega Drive version (er, that's what they say anyway. We never quite understood it). They've now confirmed a November release through Imagineer but, rather than sit on it, they've used the extra time and brought in the developers once again to fine-tune the game's interface and graphics to compete with the likes of *FIFA*. Meaning that our review in *SP*20 is probably outdated and will have to be rewritten when we've seen this interesting revamp.

The question is, will *Kick Off 3* stand up on its own? *FIFA International Soccer* has been top of the charts for months, World Cup Fever has long since passed, but with the start of the new season we're seeing other efforts – like Namco's *Prime Goal 2* and Konami's *Perfect Eleven* – trying to set the ball rolling (*One more foot/ball/pitch metaphor and you die – Ed*).

FANTASY QUEST



SECRET OF

UK Release

Game: Secret of Mana
Publisher: Nintendo
Developer: Squaresoft
Price: £49.99
Release: 28 October
Players: 1 to 3 simultaneously
Cart ROM: 16 Mbit + BB
Overall Score: (SP15): 94%

As we reported last issue, Nintendo UK has finally produced a PAL version of Square's excellent role-playing game and is planning to release it this Autumn. Technical difficulties have caused some delays, but the game took pride of place on the Nintendo stand at last month's European Computer Trade Show.

From the moment you first plug in the cartridge and take in the exquisite theme of the game's title sequence, it's obvious that *Secret of Mana* isn't just another console game. The care and attention lavished upon the presentation alone sets it apart from anything you've seen before. By the time you complete the game, you'll truly appreciate just what your SNES can do – and why we get so disappointed when its capacities are wasted on mediocre efforts.

The action based combat system ('motion battle', as those Square folk call it) is similar to that of Zelda, allowing you to charge up your weapon – be it sword, bow, boomerang or other – by holding down a button and then releasing it as you close on your opponent. The statistical elements of hit points, attributes and experience points remain just beneath the surface for players of a strategic bent, but it's possible to play through the entire game without worrying about them. *Mana* is thus far more accessible than the turn-based, menu-driven combat of RPGs like *Final Fantasy*, *Dungeon Master* or *Breath of Fire*.

Don't expect this to be *Zelda 2*, however: Square RPGs follow a different formula which concentrates on memorable characters, plot development and engaging dialogue. The hack 'n' slay dungeons might seem empty and simplistic to those expecting every room to be a lateral thinking puzzle, but that would be to miss the point. The real strength of *Mana* (and Square games in general) is a compelling storyline. Although the plot is fairly linear and limited in choices for the player, you feel swept along by the sheer involvement of the narrative. Your lack of freedom in certain events is more than accounted for by your desire to see what will unfold (and the occasional discovery that you really do care about what happens to the characters). The illusion of an entire fantasy world going on around you is effectively maintained by the sheer scale of the game and the .

Criticism of the game's abrupt end sequence is justified, not least when you consider the ten minute finale of *Final Fantasy II*, but it's a minor shortcoming for a game that provides up to 70 hours of gameplay on first attempt (even after several shots, our Allan Brett couldn't manage less than around 20 hours). Besides, the closing scene is – oops, mustn't give it away. *Mana* is full of little surprises, so take it at a leisurely pace whilst relishing every little animation and musical motif.

We stand by our original verdict: this is a beautiful game. If you want the experience of taking part in a real fantasy novel, nothing yet comes closer than *Secret of Mana*. Now go and buy it, before we run out of superlatives.

We'll have an interview with the team behind *Secret of Mana* in a forthcoming issue. A guide to the game will appear in a special edition of *Super Play*, coming soon!

Diddle-aah, dee dee dah-dah diddle-ah...

No matter how many times we've heard it, we've yet to tire of game music composer H Kikuta's incredible 8-channel stereo soundtrack. It boasts over forty different musical compositions that build an atmosphere to suit the mood at every point of the story (just look at this month's Mode 7 to see how many we've found!). It's so good that it was released as an OST (Original Sound Track – a CD of music from the SNES itself) and even as an orchestral interpretation called *Mana Plus* (real musicians playing variations on Kikuta-san's themes). We've had many requests from players wanting to know where to get hold of these Japanese CDs – anybody interested should contact Acme Computer Games, 210 High Street, Bangor, N Wales LL57 1NY, tel: (0248) 371457, which is importing them for £25-30.

If your TV doesn't have stereo then you'll really need to run your SNES through an amplifier to get the full effect. For the best results, connect a hi-fi to the multi-out socket in the back of your Super Nintendo: consult our Troubleshooter feature back in *SP*16 if you're unsure.

SPECIAL by ZY NICHOLSON

Monsters appear when you find a rusty old sword near your village. Holding you responsible, your people banish you to the wilderness forever.

F MANA

SO WHAT'S BEEN CHANGED?

The game itself remains intact in this PAL version, although a couple of minor changes have been introduced. For example, we noticed that the cheat to get back into Potos Village no longer works: presumably the programmers converting the game were tipped off about remaining bugs by Square's own coders. The synchronisation of music and graphics has also altered in many parts, but there's no perceptible slowdown in the game's speed.

This is essentially the US version – Ted Woolsey's translation remains unaltered – although it's interesting to note that the game is also reaching other parts of Europe at this time. In November a French translation will appear across the channel, where continental gamers are so desperate for RPGs that one magazine, *Player One*, humorously demanded its readers pray at the church of St Nintendo – and maybe even sacrifice a few virgins – in gratitude...

Unlike any other RPG, Mana allows two or three people to play at once using a multitap. It's not perfectly suited to the game's style – especially when magic spells are needed – but at least the option is there. Which is good if there's a pad-hogger like Wil in the office.

ALL AROUND THE WORLD

Exploring a new location is constant fun. Let us don our Alan Whicker moustaches and travel...

Brrr. A bit chilly, for all but the Walrus people.

The Kakkarans like a dance. Must be an Oasis gig.

ARMED AND DANGEROUS

The more you charge up your weapons, the better the animation: this fireball is possible with the Gloves!

FANTASY QUEST

This month we discover new wonders coming from the fantasy world of Square – but will arch rival Enix put up a fight?

SECRET OF MANA 2 ?

CHRONO TRIGGER

SQUARE OF JAPAN ● 24 MBITS + BB

The unveiling of a new RPG from Square is now a major event for Japanese gamers. It's also been a year since *Secret of Mana* appeared in the East, and fans have eagerly awaited news of a sequel. That's why these early shots of a game called *Chrono Trigger* have aroused such excitement. Those characters look awfully familiar, don't they?

Chrono is the name of the game's hero, but it also relates to the nature of the story (from the Greek chronos, meaning time): the game follows the party of adventurers through several different fantasy historical periods, with the aid of a bizarre winged time/space craft. This is best demonstrated by the characters who assist Chrono in his quest – a young female archer; a club-bearing cave-woman; a scientist/engineer; a renegade battle droid; and a froggy knight errant. Chrono himself carries a samurai sword, which may indicate his own origins.

Although details are scarce at this stage, we understand the plot utilises the standard science-fictional device of travelling back in time and changing the past so as to affect certain events in the future.

The biggest surprise is that Square has poached top Japanese artist Akira Toriyama and his company, Bird Studio, to design the game's characters and create the accompanying promotional artwork. Famous for creating the popular *Dragon Ball Z* characters, Toriyama was previously engaged by Square's rivals, Enix, as the artist involved with the *Dragon Quest* series. An advert for the forthcoming *Dragon Quest VI*, which recently appeared in the Japanese press, was evidently the work of a Toriyama imitator and not the man himself.

Square's exclusive acquisition of the acclaimed illustrator is thus something of a coup, and must have left Enix struggling for alternatives. Take a look at the artwork on these pages and you'll see why the Toriyama studio is held in such high regard.

So is Chrono Trigger the sequel to *Secret of Mana* that US translator Ted Woolsey confirmed was in production (*SP*23)? Well, despite the similarities of some of the characters we'd have to say no, it isn't. The combat system isn't action-based, and *Secret of Mana II* would definitely need to adopt the same weapon-swinging action style as its predecessor to appeal to the same audience. However, we expect *SoM II* (*Seiken Densetsu III*, by rights) to look very much like this in terms of graphical presentation. Square's programmers seem to make new technical advances with every game they write, and with the sequel rumoured to be 24 to 32 megabits in size (the first game was16m) we can expect another breathtaking software experience to be squeezed from the SNES.

Whilst it may at first appear to be an action RPG like *Secret of Mana*, those boxes above the battle screen give away the fact that *Chrono Trigger* uses a turn-based combat system more in keeping with *Breath of Fire* or the *Final Fantasy* series. This will make the game less accessible to many Western gamers, admittedly, but Square is renowned for coming up with new versions of the command input device. Battle commands give you the choice of two special attacks, involving either combat 'technique' (waza) items or combat 'linking' (renkei) items. The latter isn't defined, but suggests the characters can combine their attacks.

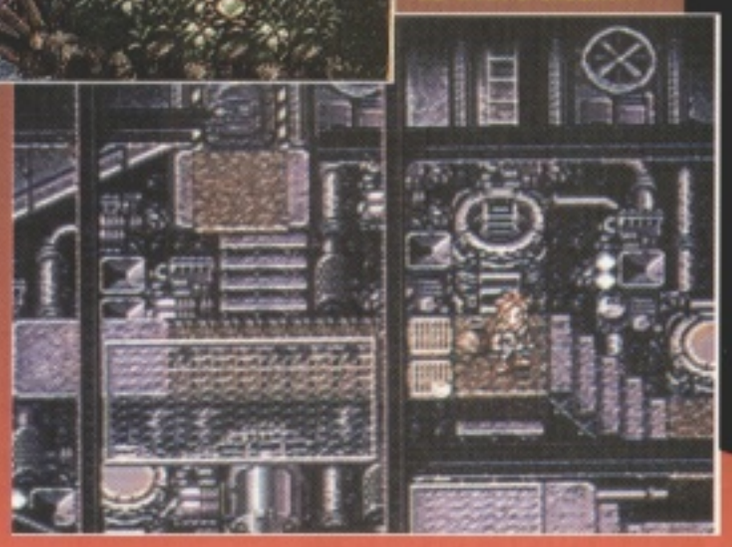
But what of the *Mana* sequel? Rest assured, we're as eager as you to find out. We'll be interviewing the programmers at Square of Japan as this issue goes to press, so watch this space for more details.

CHRONO

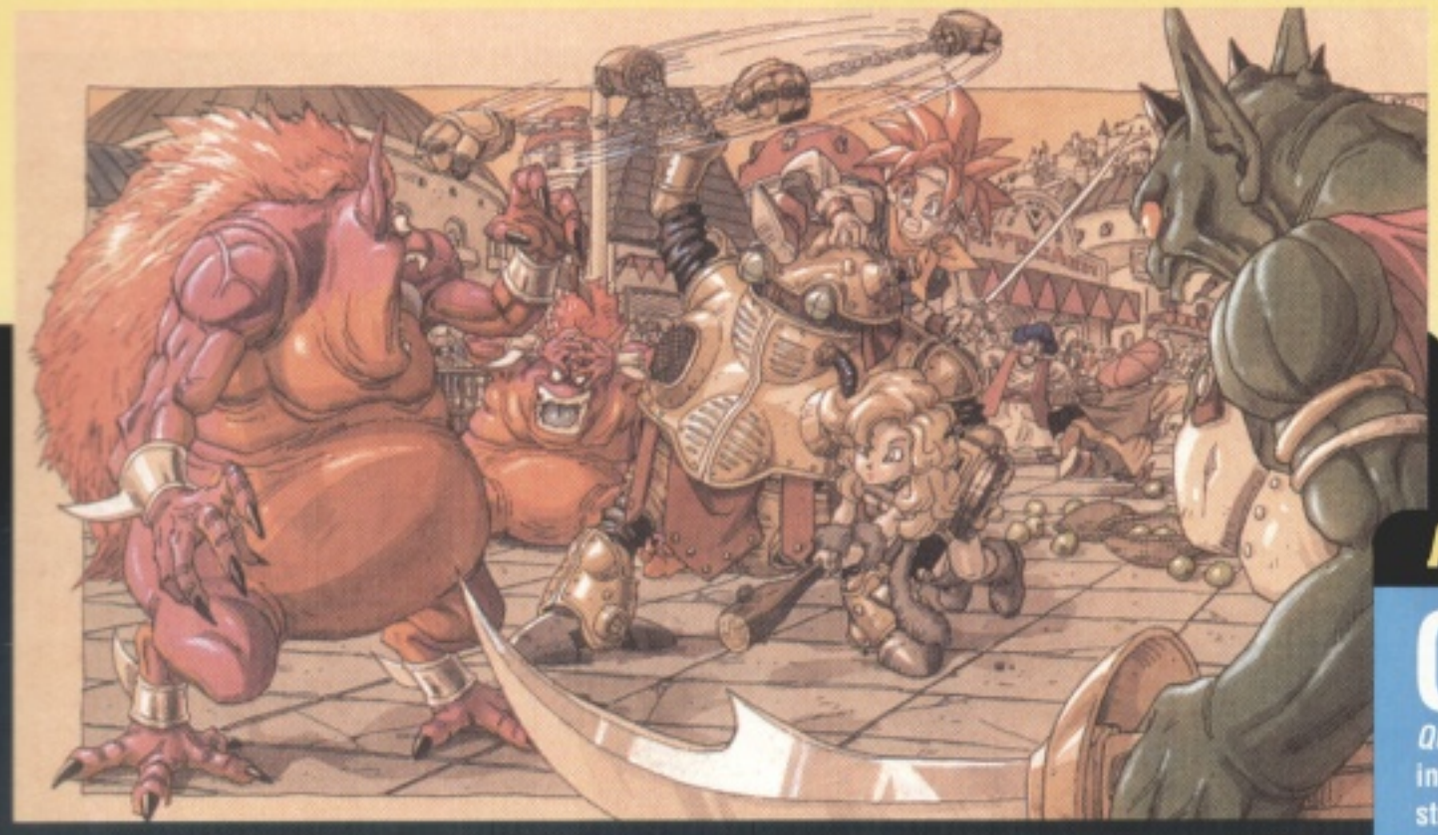
Katana in hand, *Chrono* greatly resembles the hero of *Secret of Mana* – particularly on-screen. The story of the game is the work of the acclaimed Yuji Horii.

Monsters attack from all sides, but those text boxes reveal a strategic, (not action) game.

We have seen the future - and it could do with a clean...



SPECIAL by Zy NIcholson and Michael Forrest



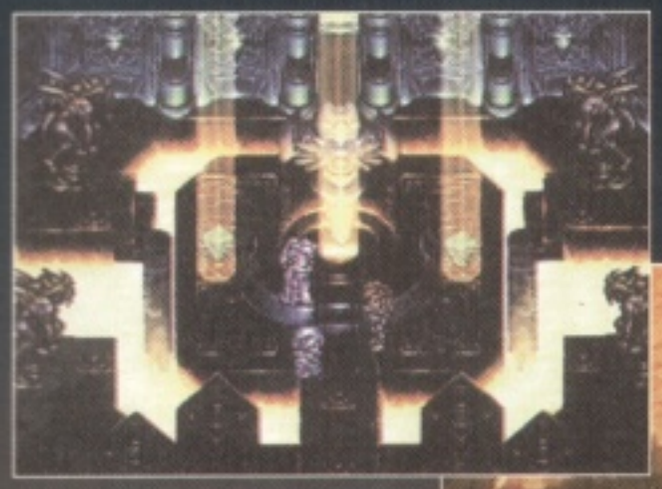
AND IN THE BLUE CORNER

Coincidentally, the sneak preview of *Chrono Trigger* was released to the press at exactly the same time as Enix announced details of its latest *Dragon Quest* game. Rivalry between Square and Enix has intensified over the past year, with the two companies striving aggressively to become the most popular RPG house in Japan. Some industry critics think Square may even have used 'spoil tactics', deliberately unveiling *Chrono Trigger* details simultaneously to steal the limelight from *Dragon Quest VI*.

But what of the latest Enix game? *DQ* was never a great looker: episodes *I* & *II* in the series originally appeared on the NES*, and the presentation remained similarly basic in its transition to the Super Famicom. As a consequence of the competition, however, efforts have been made to improve the graphics and music considerably. Enix may haved lost *Toriyama*, but *DQVI* was recently voted most awaited game by readers of Japanese games mag Famicom Tsushin. We may still see the support of last year, when hundreds of gameplayers queued for miles – some sleeping overnight in the street – to purchase *Dragon Quest V* on its first day of release.

*A cartridge containing revamped versions of both appeared on the SNES last year.

Yep, it's the trusty RPG shop and Inn. This is the place to heal your wounds and replenish your supplies.



It looks like the robot has been programmed to attack certain enemies on sight – much to the chagrin of Chrono and the Cave Woman...

The fish-like time/space machine can be controlled in – yes! – a Mode 7 travel section.

They know their palettes at Square, as these clever light and shade effects indicate.

GIRL

Her name is currently a mystery, but she's another '*Mana*-alike' – right down to the pantaloons and her blonde tresses tied back behind her head.

ROBOT

Look at that drum-loading machine gun! Its other arm contains 'special' weapons. A novel feature for a turn-based RPG is that it supports the Multitap for three-player fun. And we want to play the robot.

Now turn over for a preview of a new Square game you will be able to play in the very near future...

FANTASY QUEST SPECIAL

FINAL FANTASY III
Squaresoft USA • 24 Mbits

An English translation is due to appear in the States of the end of October, but as we've been using our rough knowledge of the language to play through the original Japanese version (*Final Fantasy VI*, as it's known over there) we thought we'd give you a taste of the joys to come.

Again, the game eschews the logic puzzles of Western-style RPGs and concentrates on following a real story with strong characters. In particular, *FFIII* takes the Eastern-style RPG to new horizons. Besides its incredible presentation, it uses subtle characterisation and clever design to liven up the storytelling aspect. For example, on a stealth mission you can steal the uniforms of clobbered guardsmen to disguise yourself (just like the movies, eh?).

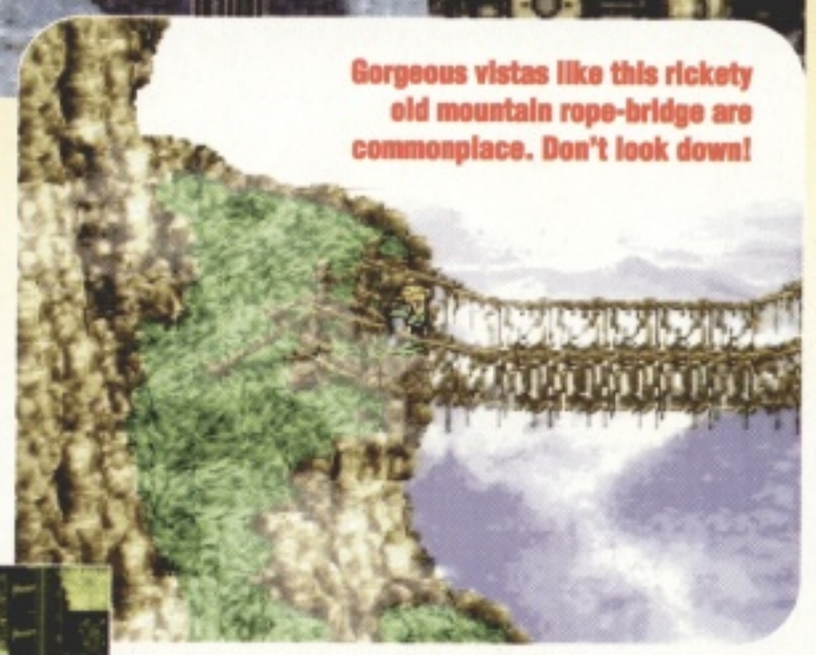
Fans of earlier *Final Fantasy* games will spot a few old friends in this latest instalment, but they should be prepared to be blown away by some new surprises. For example, those mysterious avians known as Chocobos are back, with their signature tune still intact. And remember the Moogles from *Secret of Mana?* A closely-related creature called the Mog now inhabits the world. But the music is on a par with *Mana's*, featuring some incredible instrumental samples: the graphics in particular have taken our breath away, thanks to a technique that uses digitised photographs overlaid with artwork to make full use of the 256 colour palette of the SNES.

It still uses a menu-based battle system, however, and this is bound to deter the hardcore action fans.

Nevertheless we feel that *FFIII* will be enormously popular with gamers who like to think a little and become embroiled in the affairs of the huge cast of characters. At many points you are allowed to choose which character you control (and thereby which sub-plot you follow), affecting the outcome of the game as a whole.

The question is, will this game ever make it to the UK? Well, the simplistic *Final Fantasy: Mystic Quest* saw a PAL release through Nintendo and it's likely that more Square games will reach us through such channels. Unfortunately, it may take some time. Despite its stateside appearance in 1991, *FFII* was never picked up for British release; even *Secret of Mana* has taken an entire year; so we'll just have to wait and see.

Heroine Tina Brandford starts the game as an agent of the evil Gastor Empire, but slowly it dawns on her that maybe things weren't always this way.



Gorgeous vistas like this rickety old mountain rope-bridge are commonplace. Don't look down!

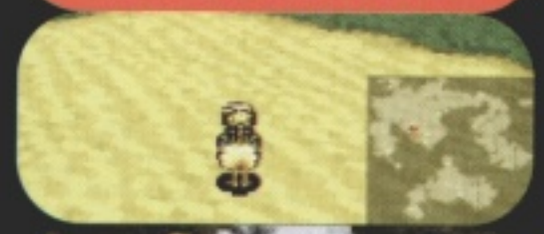
In a flashback, Tina takes part in a fascistic Gastor Empire rally.

Edgar Figaro takes a breather at one of the games rest and save points.

A typical battle screen – with a little magic you can engage in devastating large tracts of arable land. Burn, Bunny, Burn!

Tina grapples with a strange bird creature trapped in a crystal.

HAVE CHOCOBO, WILL TRAVEL



Yes, the Chocobo birds are back! Now you can ride them around a stunning Mode 7 representation of the world with complete freedom of movement. A small display in the corner of the screen shows your position on the map. The only drawback is that you look like Bernie Clifton.

If you're after something a little more comfortable, not to mention reliable, then look out for these mobile suits early on in the game. The milieu of many Square games has been characterised by a mixture of high fantasy and low technology, as demonstrated by these leather-and-iron walking machines.

You can always fall back on public transport, of course, but this Train of Lost Souls is a pretty spooky way to travel.

NET MAGAZINE LAUNCHED

Interested in the information superhighway? Fascinated by the global communications network that's growing every day? Heard about it on *Tomorrow's World* and want to know more? If so, Future Publishing (the makers of *Super Play*) is doing a magazine for you.

Called *.net*, it delves into the world of the Internet and covers the services, systems and bulletin boards that you can access. Whether you're an acolyte of the Cyberworld matrix, a veteran net-surfer or you're just fascinated by the semi-chaotic world where everybody's talking to each other and information flashes around at the speed of light, your life will be enriched by *.net* magazine.

Issue 1 is out on Wednesday October 26 and features a **Issue one of *.net*. Be sure you see a copy.**

beginner's guide to the Internet, as well as an in-depth look at the cults which exist inside the system. What's more, the full service directory of useful numbers and bulletin boards could save you hours of time-consuming and expensive searching and introduce you to places you never knew existed.

Oh, and the man at the helm is Matt Bielby, erstwhile editor of *Super Play*. So that's Wednesday October 26 – issue one of *.net* magazine. Be there.

COMPETITION WINNERS

Issue 24's little panel compo asked you where this quote comes from; 'This is the masterplan... Nicholas bends down to see what it is, and you smash his brains out with this.' The answer is the *Comic Strip Presents... Mr Jolly Lives Next Door.*

Not many people knew, so in ascending order of winningness, Gregory Frensham of Leytonstone, A Chilvers of Leeds, The Machine 16, er, Crew of Exeter, Steve Donoghue of Chingford, Tony Hutton of Hornchurch, Ross Kearsey of Evesham and Giulio Ricci of London SW19. All these people won nothing. But Andy Friar of Kingston-upon-Thames wins *Super Bomberman* for being the first and chosen one. Congratulations.

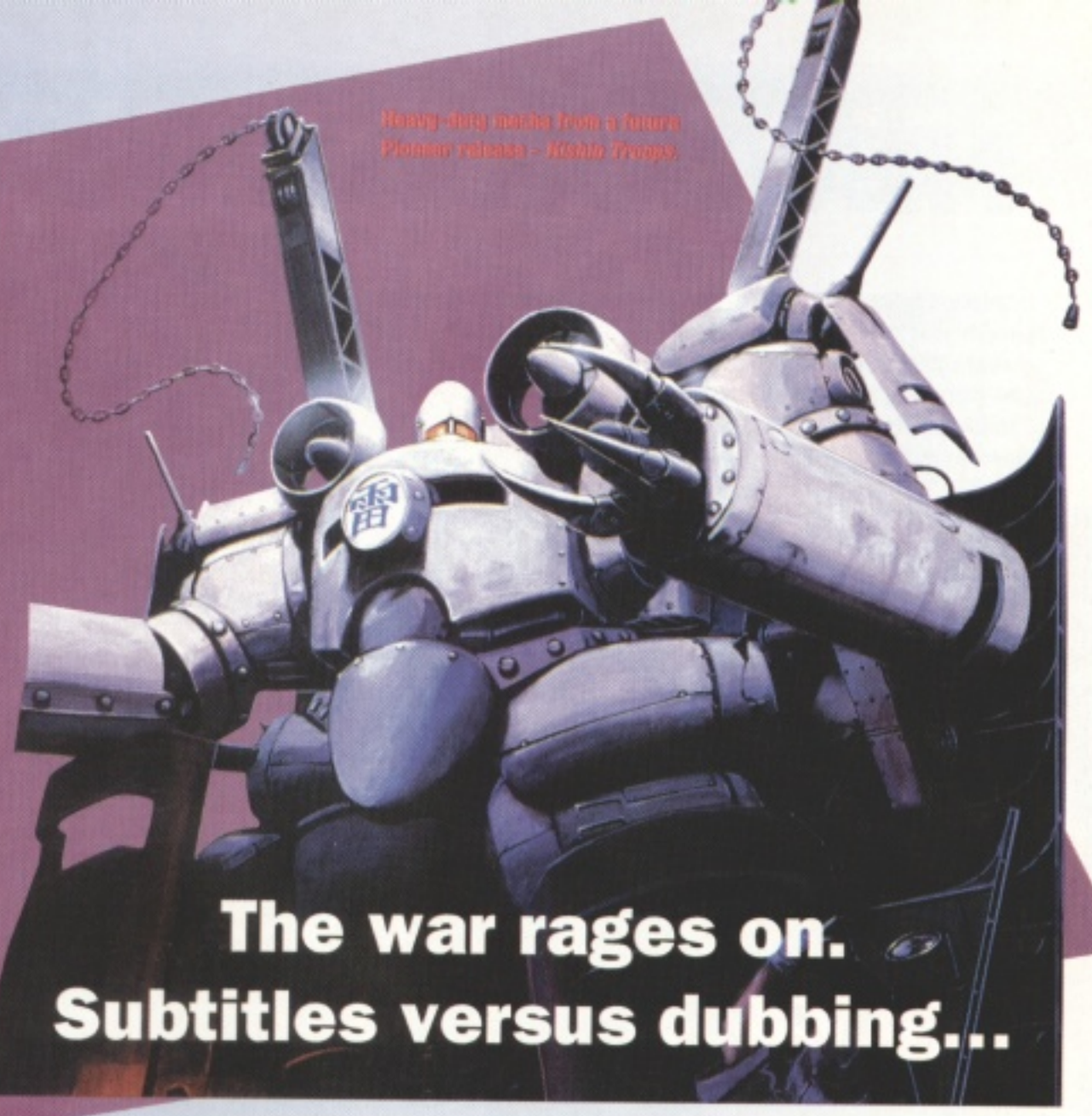
By the way, almost all of you said it was the finest thing on TV ever, and you were right. Let's raise our glasses of Mr Lovebucket's Incredibly Sparkling Tonic Water to it... (boom!).

The Debs Cook Irish middle name compo was won by nobody because a) there is no letter K in Gaelic and b) it was Kareen, which was made up by her nan who happens to be Irish. Sorry about that.

Manga Mania - Issue 16 from all good newsagents

Miral shouts the magic word 'Metaforce' and finds herself on the way to donning the Moldiver suit.

Above: Supernatural power-suit high-jinks ahoy with *Moldiver*. Anime fans all across Europe have been looking forward to this one.



Heavy-duty mecha from a future Pioneer release – *Nishio Troops*.

The war rages on. Subtitles versus dubbing...

ANIME WORLD

Pronounced 'ah-nee-may'

SUB STANDARDS

The received wisdom of the British film and video industry is that you can't make a mass-market hit out of a subtitled film. The received wisdom of a goodly proportion of the anime fan market is that anime is better subtitled than dubbed. There are some reasonable arguments for this – that the Japanese voice actors are more appropriate to their characters than British or American actors; that the remix of the new voicetrack with the original music and effects can cause some problems like loss of sound quality. Also the deaf can enjoy a programme with subtitles a lot more than one without.

But there are just as many reasonable arguments for dubbing too. The issue could be (and probably will be) debated in fanzines and at conventions ad infinitum. What's interesting right now, though, is that some UK companies are starting to fan views and bring out subtitled anime. And even more

Left: Although it might not look like it here, Ryoko (far left) and Aeka (left) are far from the best of friends in one of the new Pioneer releases – *Tenchi Muyo*.

interesting, the major subtitling house, Anime Projects, has dipped its toe in the waters of fan heresy by producing its own dubs!

New kid on the block Pioneer LDCE has (at least as I write) plans to bring out subtitled versions of their new UK releases, *Tenchi Muyo! Ryo Oh Ki, Moldiver, Green Legend Ran* and *Kishin Troops*, though this may change. Market leaders Manga Video have yet to bring out a subbed tape apart from the popular *Akira* special edition, and their dubbed releases have had some impressive sales. Others, though, have taken the chance on subbing, and met with some success.

The number two contender, Kiseki, has had a policy of producing a mix of subs and dubs from the start. Hit Gainax series *Gunbuster* has all the ingredients for a mass-market crowd-pleaser (nasty aliens, big mecha and schoolgirls with excessive frontal bounce) but that didn't stop Kiseki releasing it in the format that's supposed to kill a tape's chances of big sales success. A subbed version of *Legend of the Overfiend* was also produced, and *Clash of the Bionoids/Macross the Movie* will get the same treatment.

Western Connection, up until now generally thought of as a bit-part player in the anime game, has come on strong this autumn with the first of a new programme of releases which will take the British market in some wholly new directions. Starting with the September release of *Grey* and *Samurai Gold* (reviewed last issue), the list includes the UK's first sports/romance video series; *Slow Step,* a high-school story based on the eponymous manga by Adachi Mitsuru. The video-game-based OAV series *Salamander* should appeal to gameboys, and for those with more refined tastes there are two *Lupin III* caper movies, *Gold of Baylon* and *Fuma Conspiracy*. Straight science fiction fans are not forgotten – there's *Love City,* which, believe it or not, is all about DNA. Cute addicts are going to overdose on *Hummingbirds,* the everyday story of a group of teenage idol singers who also just happen to be top-gun fighter pilots. And *Ushio And Tora* is yet another variant on the recently-popular tale of the temple brat who encounters a monster and then makes friends with it to fight evil and have fun. All these titles, plus others on the list are being released subtitled. The only exception is Tezuka

Forget cute-eyed folk like this – we want cute DNA!

Pioneer LDCE are establishing themselves as big players, with *Tenchi Muyo* and *Moldiver*.

Osamu's *Space Firebird* (*Phoenix 2772,* from the master's *Hi No Tori series*), which will be released as a dub. And Western Connection don't feel it will damage their chances of success.

Meanwhile, AnimEigo, the US parent company of our own subtitling flagship house Anime Projects, is causing a stir. Encouraged by the reception of their first dub, *Riding Bean* (it wasn't universally praised, but then again no one has burned the company chief executive Robert Woodhead in effigy either). The company is tackling the ultimate fan icon head-on with a fully English-dubbed version of *Bubble Gum Crisis.* And yes; that means all the songs by Priss and the Replicants as well. However, the rest of the revered rock-based soundtrack will be left untouched. This itself is quite unusual – the dub of *Macross II* showcased the voice of Animerica editor Trish Ledoux as an idol singer, but didn't attempt to redub the actual songs, which remained as performed by her Japanese counterpart.

The project is nearing completion at the moment, and the few bits of tape I've heard sound pretty promising; AnimEigo are taking the same kind of trouble over the music and voices as they take over their subtitles, and if the experiment fails it won't be for want of effort and attention to detail. BBFVC permitting, Nigel Fisher of Anime Projects plans to have the British release of episode one in the shops on 23 December.

So what is the point of all this? Well, as one Anime UK reader recently wrote to me, the whole purpose of a free market and a wide choice is that people shouldn't have to justify why they prefer dubbed or subbed anime – they should simply have the option of buying either. In practical terms, every video company isn't going to be able to produce two versions of every tape. On the other hand, the much lower cost of subtitling might mean that some 'minority interest' items – which at present seems to mean most girls' material and anything not science fiction or horror, can make it into the marketplace and return a profit on lower sales. It's good for the consumer – whether committed fan or casual buyer – that there are number of companies putting out a diverse range of products in both subbed and dubbed versions. Just as importantly, the quality of scripts and voice acting is, in my opinion, improving all the time. In the end the important thing isn't just whether a tape is dubbed or subbed, but whether it's been done well.

Just time to remind you about the forthcoming anime convention in Birmingham. *DconTanimeT,* third in the city's hit series, is at the Grand Hotel from 14 to 18 October, and you can still register (if you're over 12) for a day or weekend of anime-watching, fan activity and mindless fun. For information, phone Louis Sharman on: (0295) 256284. For registration forms, phone Denzil Brown on (0635) 872941 (both numbers are evenings only). Steve Kyte and I are guests, so maybe you'll come and say hello? Ja mata ne!

ANIME CONTACT

Anime UK **magazine, 70 Mortimer Street, London W1. £3.50 from good SF/comic shops, also available mail order from the publishers.**

'People should have the option to choose'

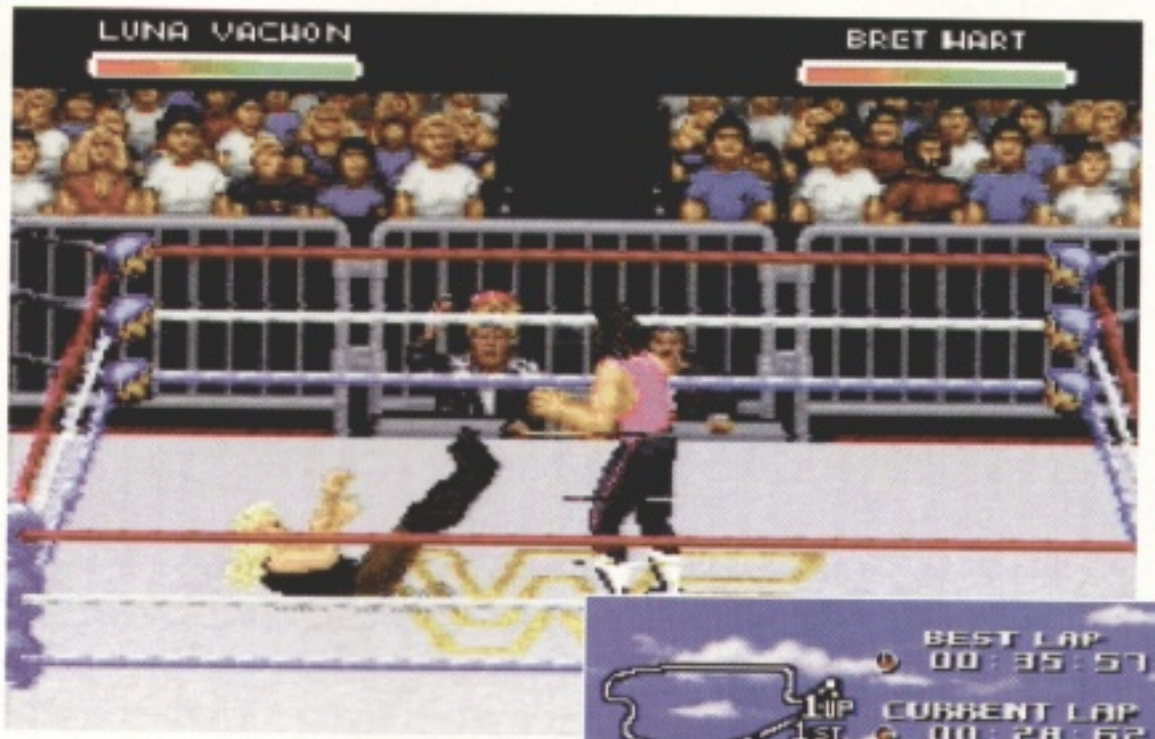
Why not write in and let us know whether you prefer sub-titled or dubbed videos? Send your views to Playback and we'll feature them.

BUSY BUSY BUSY™

The people who brought you *Mortal Kombat* have been busily commissioning many other projects for the Super Nintendo – almost all of them based on licenses. Their line-up for the immediate future includes the blockbusters *True Lies*™ and *Stargate*™, the head-crushing *WWF*™ *Raw*, the comic-based *Wolverine* and *Maximum Carnage* and the ludicrously titled *Newman-Haas IndyCar*™ *Racing Featuring Nigel Mansell*. *NBA Jam Tournament Edition* will appear early next year. We'll bring you more on these titles next month.

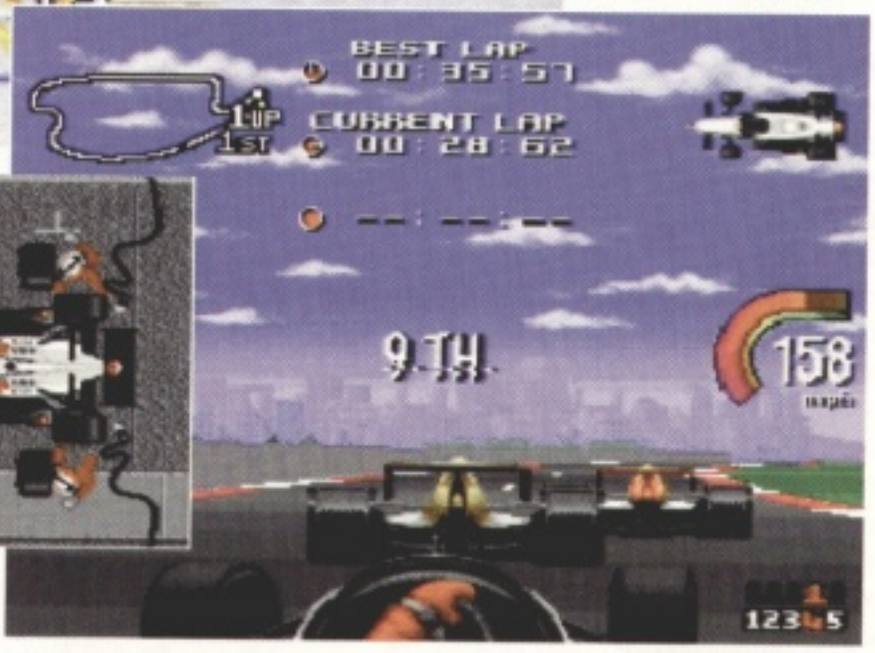
Not content with picking up the rights to these games, they've returned the favour with their motion capture technology. Warner Bros has hired Acclaim's effects studio, used for creating those digitised game graphics, to film certain special movie scenes for the forthcoming Batman film, *Batman Forever*. 'Sophisticated motion capture technology allows us to create special effects not previously seen in feature films,' said Effects Director John Dykstra. The movie, which stars Val Kilmer, Tommy Lee Jones and Jim Carrey, will open next year when – that's right – Acclaim will be releasing a game based on it...

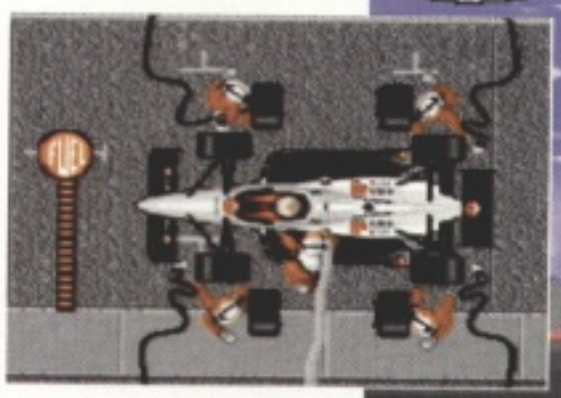
Meanwhile, Acclaim's support for Nintendo formats continues into the next generation with the design of a game for the Ultra 64. *Turok the Dinosaur Hunter* is being created with their shiny new Nintendo/SGI 64-bit development system, and the software should be ready for release around the superconsole's launch date. It's based on a character from Valiant Comics (a company which Acclaim recently acquired) and will be, as far as we know, the first licensed product to appear on the Ultra 64. We could cynically mention that we didn't think it would take long.



Ahem – in *WWF Raw* you genuinely *can* play Doink and Kamala. The Mega Moves put one over *Muscle Bomber*, too.

To be honest, this new Mansell game looks worryingly like the previous one...





Not content with having his own salad dressing, Paul Newman's into cars now too.

Right: the *X-Men's* finest, Wolverine, in more platform fighting fare.

SNIPPETS

Once SNK gets an idea in its head, it won't let it fade away. Just as *Samurai Spirits* is about to appear on the SNES in a massive 32 meg conversion, the company launches a new arcade game based on the same characters – a *Samurai Spirits* 'Special', if you will. Boasting four new bosses, the coin-op repeats the formula of the original but doesn't improve wildly in terms of graphics and sound (although, to be fair, they were pretty impressive to begin). One major new alteration – and one which seems very popular these days – is a Rage Gauge for Super Moves. When your green energy bar changes to red you're able to let loose with a potent counter-attack. What next? A 64 megabit Takara conversion?

Meanwhile, *Samurai Spirits* on the SNES looks like getting at least an American translation, although Europe is a different matter. First impressions are that, without the scaling and the Shinto chants, it's not quite as good as it could have been: but we'll have a big review next month to sort that out.

Unless you remember all those old painting games like *Qix*, *Amidar* and *Zoom* then this arcade conversion of Namco's *Libble Rabble* (the original coin-op appeared 1983) might be a bit of a mystery to you. It's actually slightly different in playing style to those earlier games, as you must join up dots already on the screen: the idea is that you move an entire line around rather than a cursor, avoiding little nasties and drawing shapes which 'fill' when completely enclosed. Points are awarded for the area painted and the objects you capture inside it.

Libble Rabble's simple code takes up no more than 4 megabits, but looks like a thoroughly playable little game.

IT'S... THE SUPER QUIZ!

This month the Super Quiz was mostly written by Daniel Whelan of Colwyn Bay, Clwyd. So blame him if it's either too difficult or hard. If, though, you find it just right, then *Super Play* would like to take all the credit. We're like that. We'll steal, steal and steal again from nice folk like Daniel.

EASY

1. What is Guile's brother called?
2. Which Capcom game is he in?
3. Who are the secret characters in *Super Tennis?*

MEDIUM

1. Which famous French novel is being brought to the SNES by Loriciel?
2. Who is working with Psygnosis to bring his sci-fi fantasy novels to the consoles?
3. Which beat-'em-up did the Gladiators play in the last series of *GamesMaster?*

HARD

1. What is a Tanuki?
2. In which games would you find one?
3. Which girl plays the lead role in the recent French film La fille de D'Artagnan?

There you go. Questions fit to tax the minds of some of the oldest chefs in Newcastle. And many thanks and respect go out to Daniel Whelan, who selflessly and without a thought for his own personal safety, wrote most of these questions. Any more you've got, Danny...

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MICRO MACHINES

Merit/Ocean ● 4 Mbits

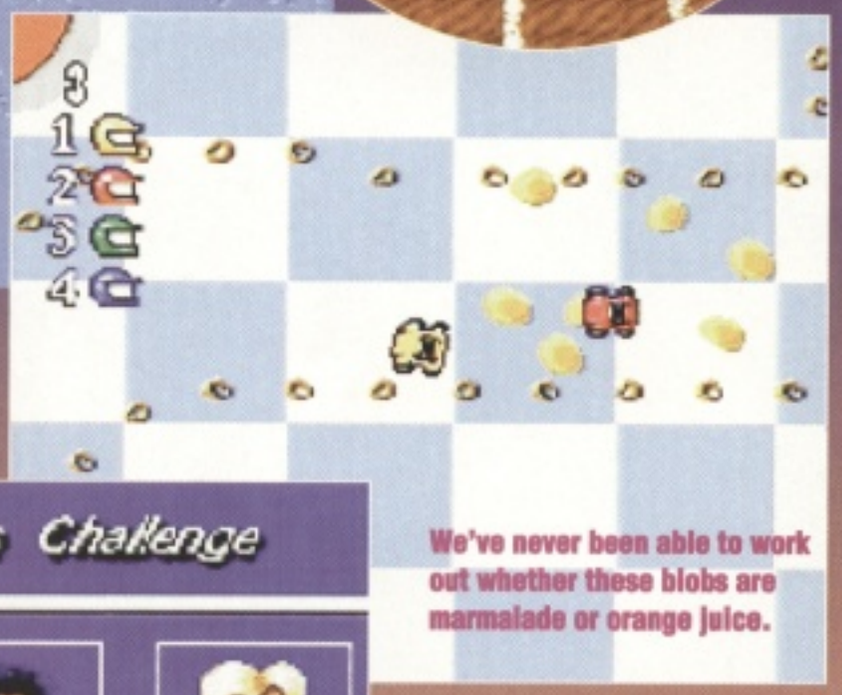
Do you remember ruining the knees of your trousers by scuffing them on the shag pile as you pushed your Matchbox cars around the living room? We do – in fact, some of us still aren't averse to a bit of floor play. But it looks as though our trousers will be staying safely intact when the urge strikes us from now on, thanks to the imminent launch of *Micro Machines* from Ocean.

And there's cause for celebration: unlike all previous version on other formats, which were strictly two-player games at maximum, the SNES adaptation includes an all-new four player mode! Either stuff in the 'tap and four pads or make use of the game's novel two-players-per-pad mode – the method especially suited to gamers with lots of pals but at the same time lacking in pocket fillage. We've tried it out and it works suprisingly well, though you may want to choose your 'partner' with care as the claustrophobic proximity of play can serve to stir competitive bents to unsavoury levels.

Other than that major addition the game itself remains unchanged, apart from aesthetic touches such as a long overdue parallax floor/table relationship routine. Of course, this makes it the most eye-friendly version yet. Add to that the ultra-quick pace, diamond-sharp controls and a fluidity to match Lake Windermere and you have one of the most enjoyable and competitive multi-player games we've ever seen, squeezed onto a 4 meg cart. Expect it to be given the full strip-down next month courtesy of one of *Super Play's* fully-trained quality-testing engineers. And he won't be sparing the Swarfega.

MM was originally a hit for Codemasters. The two head honchos used to live near Tony, rather uninterestingly.

Yeah, this bridge, like, rules, heh heh. (*You really are sacked – Ed*)



We've never been able to work out whether these blobs are marmalade or orange juice.

Alas, the presentation hasn't moved on from the NES version. Cah!

You can't see the all-new parallax scrolling but it is here. Honest.

GUIDE TO BUYING MAIL ORDER

TEN STEPS TO SAFETY

When you're buying from any mail order company, it's worth following these Super Play guidelines:

1). **Before you send any money, ring the supplier to make sure the item you require is in stock. Ask questions about the company's policy on delivery and returns of faulty equipment. Make sure there are no hidden costs such as postage and packaging. Find out when you can realistically expect to receive your goods.**

2). **Always read the small print on adverts.**

3). **Beware companies that do not include their address on their adverts. Also, avoid companies that do not answer or return your calls.**

4). **By far the best method of payment is by credit card. If ordering goods of more than £100 in total value remember that you are legally entitled to claim compensation from some credit companies – if the retailer goes bust. Check your credit card company's policy. You can also try to get extra insurance in advance.**

5). **If you're not paying by credit card, pay by cheque. Never send cash and avoid using postal orders.**

6). **Keep records. If you are buying by credit card, keep a note of the order and ask for an order number. When ordering anything over the telephone, always double-check the price.**

7). **If you are sending a cheque, keep a note of the cheque number, the date and the exact value. Make sure you know the exact name of the mail order company.**

8). **When you receive your goods, check them carefully. If anything is missing or faulty, contact the supplier immediately.**

9). **Always order from the most recent issue of Super Play.**

10) **If a problem does arise, contact the supplier in the first instance. Calmly and politely tell them your problem. Most problems turn out to be minor hitches or misunderstandings that can easily be resolved. If you think you have a genuine grievance, contact your local Trading Standards Officer. The number is in the phone book.**

THE INTERACTIVE CHEAT REVOLUTION IS HERE

Datel are now giving away what they term a Key Pad Action Terminal with every Action Replay 2 cartridge. The device is designed to be held to the microphone of a standard telephone. All you do is press a memory button and the tone corresponding to the secret Action Line number is automatically dialled.

Once connected, users can explore the network (which is run by a powerful PC system), and can hear cheats, enter competitions, record new cheats they've discovered and request updated code-books. It's even possible to leave voice-mail messages and order Datel goods.

The battery powered Key Pad Action Terminal can also store other numbers input by the user, so arguably it's useful as an electronic phone-number storing device.

The Action Line is updated weekly with all the codes Datel can find. For example, at the moment there are loads of *Super Street Fighter II* and *Mortal Kombat II* codes flooding the network.

Existing Action Replay owners can subscribe to the Action Line by paying £9.99 to Datel. They will then receive a Key Pad Action Terminal through the post, and can wander the Datel network at will.

Calls cost 48p per minute at peak, and 36p cheap rate, and the older Hotline number is still in operation on (0782) 745 990 (Monday to Friday 9am to 5.30pm). Datel's general enquiry line is: (0782) 744182.

CHART THROB

The *Super Play* charts. Almost as dark as the chunky core of this proverbial Feast. Well obviously not, but you get the gist.
("For weekly UK SNES chart updates, try tuning in to Digitiser, Teletext: page 471, Channel 4", says a nimble Chart Cat.)

OFFICIAL GALLUP UK CHART

▲ UP ▼ DOWN ▶ NON-MOVER ★ NEW ENTRY

Compiled for *Super Play* by Gallup

1 ★ **MORTAL KOMBAT II** Acclaim
The lure of gore proves too much for the majority of UK gamesters. 90%

2 ▼ **FIFA INTERNATIONAL SOCCER** Ocean
A cracking Mega Drive conversion. 89%

3 ▲ **SUPER MARIO WORLD** Nintendo
The first release for the SNES and still going strong almost four years later. 94%

4 ▼ **MORTAL KOMBAT** Acclaim
First time around and no gore but the original *Mortal Kombat* stills proves to be a big draw. 81%

5 ▼ **STARWING** Nintendo
The first Super FX game, now available at a budget price makes it an even greater buy. 93%

6 ▲ **JUNGLE BOOK** Virgin
Not really faithful to either the book or the film, but still a very playable platformer. 82%

7 ▼ **SUPER MARIO KART** Nintendo
Could *Mario Kart* be about to be bettered by *Street Racer*, see this issue! 93%

8 ▼ **SUPER METROID** Nintendo
A worthy successor to the NES and Game Boy versions and a truly great game. 92%

9 ▼ **STREET FIGHTER II TURBO** Capcom
The king amongst beat-'em-ups. Even with 'Super' this still gets played in the office. 96%

10 ▼ **ROCK 'N ROLL RACING** Ocean
Immensely playable and a really good excuse for us to stop working for a while. 88%

Mortal Kombat II. It's sitting in the hotseat and driving the big SNES bus outta town!

Jungle Book. Here's a piccy of an elephant from it.

Super Metroid. Starring TV's Samus Aran. A hot babe, let there be no mistake.

UK IMPORT CHART

Compiled for *Super Play* by Zap Computers

1 **MORTAL KOMBAT II** Acclaim
2 **SUPER STREET FIGHTER II** Capcom (US)
3 **STUNT RACE FX** Nintendo (US)
4 **BRAIN LORD** Enix (US)
5 **BREATH OF FIRE** Square Soft (US)
6 **SECRET OF MANA** Squaresoft
7 **SATURDAY NIGHT SLAM MASTERS** Capcom (US)
8 **STAR TREK** Spectrum Holobyte
9 **SOCCER SHOOTOUT** Capcom (US)
10 **SPIKE McFANG** BPS/Naxat

Stunt Race FX. A classic game about what's it's like to race fun cars.

Spike McFang. Not about a dog, for goodness' sakes!

Mortal Kombat II hits the top spot in a move not very reminiscent of the recent American intervention in Haiti. Other games, unlike political incidents, are *Brain Lord* at four, which isn't like the Labour Party conference, and *Star Trek*, which can't be said to resemble the lifting of the Sinn Fein broadcasting ban.

JAPANESE CHART

Compiled by Wil Overton

1 **MOTHER 2** Nintendo
2 **HELLO! PACMAN** Namco
3 **J-LEAGUE PRIME GOAL 2** Namco
4 **SAMURAI SHOWDOWN** Takara
5 **SUPER STREET FIGHTER II** Capcom
6 **SUPER PUYO PUYO** Banpresto
7 **SUPER POWER LEAGUE** Hudson Soft
8 **SPACE INVADERS – THE ORIGINAL** Taito
9 **SUPER BOMBERMAN 2** Hudson Soft
10 **ONI** Banpresto

Hello! Pac-man. Hello! James. Hello! Issy... (*snip!*)

So *Space Invaders* is back, eh? That old fool Nostradamus didn't predict that, did he? No way. Calls himself a prophet. He didn't predict Whigfield knocking Wet Wet Wet off number one. Still, he did predict that *Mother 2* would be in the Japanese charts. And that *Oni* would be at ten. So maybe he wasn't such and old fool.

AMERICAN CHART

Compiled for *Super Play* by Woody Carter

1 **SUPER STREET FIGHTER II** Capcom
2 **BREATH OF FIRE** Capcom
3 **JOHN MADDEN NFL '94** Electronic Arts
4 **KEN GRIFFEY JR PRESENTS:** Nintendo
5 **SECRET OF MANA** Squaresoft
6 **SUPER METROID** Nintendo
7 **FINAL FANTASY III** Squaresoft
8 **MORTAL KOMBAT II** Acclaim
9 **FIFA INTERNATIONAL SOCCER** Electronic Arts
10 **MORTAL KOMBAT** Acclaim

Final Fantasy III. America likes its RPGs a lot. So does the UK, if we ever get any.

Super Street Fighter II. Anybody fancy a quick go?

The American chart is often compared to Delia Smith. We prefer to think of it as an indication as to what people in the US are buying for their SNESses. But if pressed, we'd admit that *FIFA International Soccer* reminds us slightly of Keith Floyd's acerbic style. What? Well *you* write these captions next time, Zy!

FAMICOM EARTH WORLD '94

Our intrepid Japanese correspondent has been probing the games scene once again – this time in Tokyo's Harumi Centre, host to the biggest annual Nintendo software exhibition. We'll have a full report on the show next month, but in the meantime we'll give you a couple of tasters...

MEGA MAN RETURNS

Will *Mega Man X 2* ever appear in the UK, after a luke-warm reception for the first game?

We're a little bit confused about this one. At the Consumer Electronics Show last Summer it was announced that *Mega Man X 2*, the fifteenth *Mega Man* adventure, would incorporate (and we quote) 'a special, innovative chip designed exclusively by Capcom to enhance 16-bit software and provide the most sophisticated graphics and action possible'. Capcom USA's senior vice president, Joe Morici, went as far as stating: 'our new enhancement chip will push [*Mega Man*] even further by allowing players to experience greater depth and game play capabilities'.

An unfinished version of *Mega Man X2* (called *Rockman X 2* in Japan) was on display at the Capcom stand, but there was enough of it to judge its incredible similarity to the first SNES game. In fact, the levels could have come straight from *Mega Man X*. There was no sign of any graphical enhancement, and we must now doubt the existence of this chip. Tch. Software houses, eh? Even so, *Rockman* was one of the show's highlights.

Other noteworthy Capcom games being shown off were *Mickey and Minnie: The Great Circus Mystery, Demon's Blazon, Breath of Fire 2* and *Captain Commando* (not, as rumoured, a revamp of *Bionic Commando*, but a conversion of the hum-drum coin-op which featured, amongst other things, a baby in a battle-suit). The company shows no sign of abandoning the 16-bit market just yet.

New power-ups are found by defeating the bosses and stealing their weapons.

See what we mean? Let's hope there really is a graphics chip, to overcome *X's* slowdown.

KIRBY'S TEE-SHOT

Nintendo ● 10 Mbits

The traditional seaside entertainment of crazy golf – that gently psychotic blend of putting green, model village and Mouse Trap!™ – has been given the full pink and fluffy Nintendo treatment in *Kirby's Tee-Shot*. Although this game was originally pencilled in for Nintendo UK's summer line-up, its release seems to have drifted a little and it won't officially appear over here until next year. In the meantime, we thought we'd bring you some shots from the Earth World show.

Bearing a passing resemblance to *Marble Madness*, *Tee-Shot* gives you control over the line, angle and strength of the shot you take. The novelty is that Kirby himself is the ball, and the idea is to roll him around the obstacles and danger points in order to reach the hole. Having played it, we can tell you there's a little bit more to it than that, though: warp holes and spin points can drastically alter your course, so you need to think about how to use them to reach the hole whilst staying under par. Pass through a booster and you'll shoot out of the other side like a fireball: too much spin and you'll tornado wildly around the screen. It looks simple, but *Kirby* could prove to be a superb game.

An official Nintendo release that you definitely won't see over here is *Mother 2*, a massive RPG with hundreds of characters. But before you get too excited, this isn't like *Zelda:* instead, it's a rather bizarre contemporary affair about a bunch of school kids, whose humour and style is far too Japanese to be translated successfully.

That big tree should be familiar...

***Mother 2:* sorry, but it's too weird for the West.**

SUPER TETRIS 3

BPS ● 8 Mbits

Whilst we're still waiting for the first official release of a *Tetris* game in the UK (*Super Tetris* should be with us soon), December will see the Japanese release of *Super Tetris 3*. At its essence it's the good old block-fitting game, with the magic elements from *Tetris Battle Gaiden:* you can accumulate magic power by making certain blocks disappear, casting spells on your opponent when your magic meter fills.

Changes include some all-new backgrounds (including a rather fetching shot of the Easter Island moai heads), and the single-player modes have complicated block arrangements to sort out. The major upgrade to note is that *Super Tetris 3* is Multitap compatible, and can support up to four players on-screen simultaneously. During play, you can muck things up for the other players by getting in several lines in one go. It's very similar to *Battle Gaiden* in this respect, but the politics of four-player action should be manic. *Tetris* as a sociable party game, eh? How odd.

There's enough room on a TV screen for all four Tetris windows. Why didn't it happen sooner?

Ultimate Future Games

With this issue of *Super Play*, you'll have noticed there's a free supplement to another magazine. As you should know by now, *Ultimate Future Games* is the latest monthly mag from Future Publishing (the company that produces *Super Play*). Have a good look at it – great, eh?

So your curiosity is piqued – and Tuesday 1 November is the date for your diaries, as it marks the debut of *UFG*. The magazine will cover the Ultra 64, Sony PlayStation, 3DO and Nintendo 32 VR, amongst other machines.

Each month *UFG* will bring you information about the cutting edge of entertainment software and hardware, and Nintendo machines will of course feature highly. The first issue is only 95p, so make sure you give it a look. After all, it is produced in the same office as *Super Play* (we have coffee breaks and chats with them and everything) so it can't fail to be a right corker.

Also worthy of note is the massive eight-page poster supplement which comes free inside issue. This is even more of an incentive to buy *Ultimate Future Games*, even though you don't really need any more incentives. After all, it's produced yards from *Super Play* so some of our rather special magic is bound to have rubbed off on them.

Ultimate Future Games will be monthly, and will present an overview of the latest software in glorious colour. We can't wait to see the finished thing ourselves. (At least we can beat them at *Super Bomberman*, any day of the week, though).

SUPER PLAY NEEDS YOU!

Super Play is famous for its authoritative knowledge of the Nintendo scene, not to mention anime. Now here's a once in a lifetime chance for you to help us out with your expertise. Do any of the following descriptions fit you?

- An expert on anime (UK and Japanese releases).
- An expert on Japanese life and culture, especially relating to Nintendo games and merchandise.
- A Japanese reader/speaker.
- An expert on Japanese games (RPGs, Strategy, etc).

If you qualify for any of the above, we'd like to hear from you. *Super Play* is expanding its coverage of Super Famicom games, anime, manga and culture, and we'll pay handsomely for those who can help us as regular or semi-regular freelancers. Send your details to The Editor, *Super Play*, 30 Monmouth Street, Bath, Avon BA1 2BW.

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PITFALL The Mayan Adventure

Activision/Sony ● 16Mbits

As game nostalgia reaches new heights, software publishers are blowing the dust from their earliest titles and revamping them for the 16-bit market. Is it money for old rope-swinging? Or have Activision got a potential classic on its hands?

The game that invented the ladders-and-levels genre (according to Activision, anyway) is undergoing an overhaul. It's being spruced up and fleshed out with the assistance of filmic specialists Kroyer Films (*Tron, Ferngully*) on visuals and Soundelux Media Labs (*Cliffhanger, Home Alone 2*) engineering the throbbing rhythmic soundtrack. The original game? *Pitfall,* an early Atari VCS and arcade success. The sequel, and potential stormer come yuletide? *Pitfall: The Mayan Adventure,* a platform-based jungle jaunt featuring a hero carved out of the same stuff as the young Indiana Jones, River Phoenix-style.

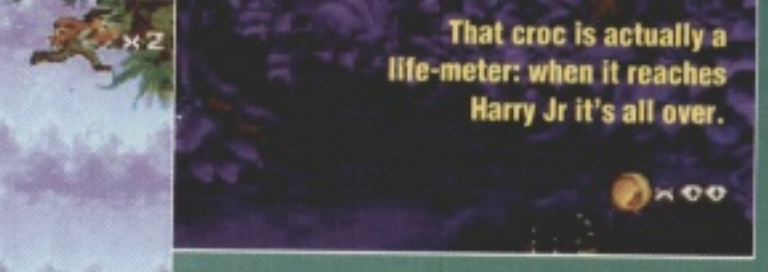
Playing as Pitfall Harry Junior, it's your task to rescue his beleaguered pop from the mystical clutches of the evil Mayan Warrior Spirit. The game is spread out over 12 graphically-intense levels, all liberally interspersed with special activities in an effort to lift the gameplay above the norm. Among these are vine swings, danger-fraught rope slides and a mad railcart ride along sections of long-forgotten sections of track in a now-precarious state of disrepair. The obvious selection of forest-dwelling denizens are out to cause HJ trouble, but because of the game's occultish overtones the game also bears bone-swinging skeletons and a selection of other oddly unnatural obstacles set to spoil his day.

Tackling the challenge is made easier thanks to HJ's varied library of attacks. Even from the outset his slingshot can be doubled up for use as a whip and there are boomerangs and bombs to be collected throughout the adventure. And in seeing these attacks in action it's easy to spot the Kroyer Films' influence. Rather than using the now-popular rotoscoping technique, the animators have brought traditional skills to the game. So instead of looking life-like, everything is exaggerated for effect, giving an appearance akin to The Jungle Book albeit with an even more dynamic feel.

It's shaping up to be an impressive product and it's encouraging to see big names from the film world working their magic in 'real' games on machines such as the SNES, rather than wasting their efforts on vapid CD-based tosh. A full review of *Pitfall: The Mayan Adventure* will appear in our next issue.

Even the Continue screen has oooh-worthy flickering torch effects.

Wimpy games have collectible hearts – *Pitfall* has a pumping organ, ventricles and all, to restore your life energy!



That croc is actually a life-meter: when it reaches Harry Jr it's all over.

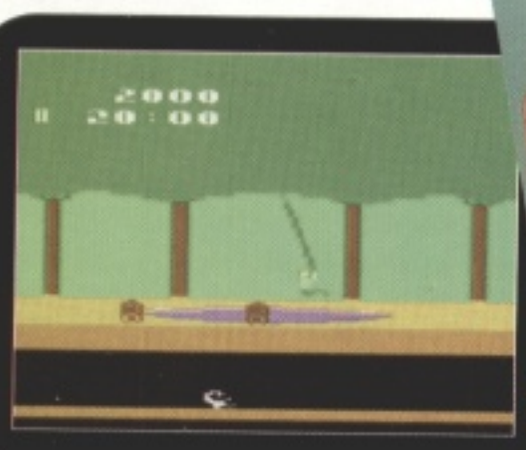
Pitfall is bound to be popular with older gamers and nostalgia freaks in the US...

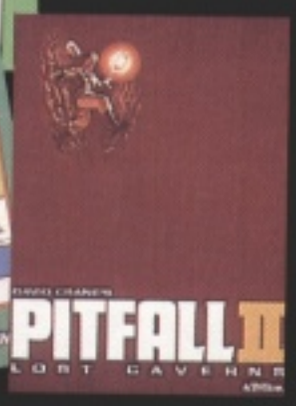
... where fanzines like *Digital Press* still run ads for collectable 2,600 carts.

Old Game...Here!

In their most prolific days, Activision were second only to Atari in cartridge production terms, their hits coming in the form of things like *Pitfall!*, a 1982 release which went on to sell over 7 million units on various formats. The game's programmer, David Crane, created the sequel, *Pitfall II: The Lost Caverns*, in '83 and it was a tremendous improvement over the original – and, if truth be told, the game most influential in earning the classic reputation bestowed upon the series by many. Unlike many VCS programmers, Crane is still producing software today, namely the likes of *Absolute's Amazing Tennis* and the *Boy And His Blob* series on the NES and Game Boy. The relevance of all this is Activision's decision to include a nigh-on perfect version of the original VCS *Pitfall!* game as a well-hidden bonus level in *The Mayan Adventure*. But hey, don't worry about it detracting from the main game's potential – the entire reproduction takes up only 1/256th of the cart's 16 Mbits!

Activision have put their other planned updates – *Kaboom!* and *River Raid* – on hold. That's not necessarily a bad thing, as the original incarnations of those games, although entertaining enough by the standards of the day, would struggle to form the basis of a successful SNES title now. John Van Rysing's true classic subterranean adventure *H.E.R.O.*, on the other hand, is ideal fodder for the 'Super' treatment and we, for one, would welcome a conversion with open arms. So how about it, Activision?





Left: the bonus level is a perfect replica!

(Average Bear)

(Yogi™ Bear)

Accept no substitutes.

Hey Boo-Boo™, don't settle for some bogus Yogi™! Help America's favourite cartoon bear save Jellystone Park™ from a grizzly end. Report to your local retailer for Yogi™ on Super NES® and GameBoy® ...smarter than the average game.

GAMETEK (UK) LIMITED,
5 Bath Road, Slough,
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THE FUTURE ENTERTAINMENT SHOW

The Future Entertainment Show

IT'S COMING SOON!

The Future Entertainment Show is happening at Earls Court in London from Wednesday, 26 to Sunday, 30 October 1994! Come along and see the future of video gaming!

If you're interested in the future of video games, it's an event you can't afford to miss. As well as being able to see all the latest SNES games, you'll get the chance to catch up on all the other new games systems. 3DO, Jaguar, CD-i and more will all be there.

As if that wasn't enough, there will be live debates right in front of your eyes. These will be relevant to all the issues which concern us as gamers. For example, game design and 3D technology will be discussed with Jez San, the head of Argonaut Software (responsible for *Starwing*, *Vortex* and *Stunt Race FX*). There'll be talks by Mev Dinc, Archer MacLean, Peter Molyneux and the esteemed Jeff Minter about various aspects of the games industry, including lack of originality in games. This debate happens at 3.15pm on Saturday 29 October in the Console Theatre at the Show.

In a subject dear to our hearts, our own Wil Overton will engage in discussion with Jon Sloan of Konami and Jon Hare from Sensible Software about the merits of Japanese and British game design. Whose games are better? You'll have to be there to find out! The debate takes place at 4.15pm on the Saturday in the Console Theatre.

So pop along, get clued up about the console and computing world, play the latest games and meet the *Super Play* team. It's a grand day out.

WIN! WIN! WIN! WIN! WIN! AT THE SHOW!

You could be leaving the FES with some lovely prizes as well. Look at the competitions at the show!

- **Plenty of folk reckon they're a bit good at *Street Fighter II*.** If you fancy yourself at it, why not take on Gary Blake, the reigning UK *SFII* champion (and *Super Play* contributor). If you manage to kick him in, you'll end up with handfuls of carts and much, much more. You'll also be famous and we'll put your picture in *Super Play*. Think of the prestige you'll receive.

- **National Games Championships Final**. The championships have been taking place during August in all Future Zone stores. If you've taken part and you're still in the running then you could be going to the final at the FES on Saturday 29 October. The winner will be walking away – well, staggering away – with a top-of-the-range multi-media CD-ROM PC system.

- **Win prizes for not doing much! It's true!** All you need to do is arrive at the Show on the Saturday dressed like the games character of your choice. You'll be automatically entered for a prize and if we're sufficiently impressed, you'll win a brand-new console and an armful of games. And you'll appear in the National Press (so make sure you look silly)!

WHAT DO I DO NOW?

- Tickets for any of the days cost £6 in advance (by sending off one of the coupons you'll find in the ad on page 91) or £7 on the door.

- If you order 10 or more tickets in one go, they only cost £5 each!

- The credit-card hotline number is: (0369) 4235.

- The address is Earls Court Exhibition Centre Hall 2, Warwick Road, London SW5.

- The show runs from Wed 26 to Sun 30 October from 09.30am – 17.30pm (Sun 09.30am – 1700pm).

- Come along! There's lots to see and do. For once, it's worth tearing yourself away from the SNES.

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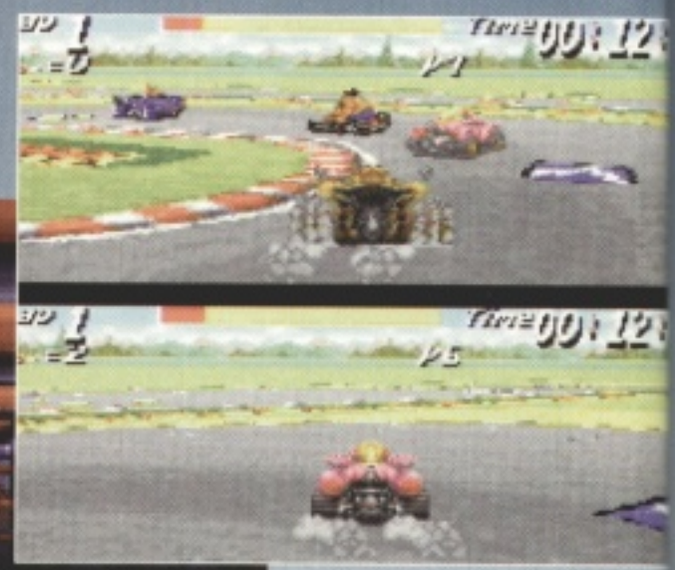
RACE RIOT NOV '94

STREET

In a whiff of burnt fuel and tyre rubber, the claimed '*Mario-Kart* beater' has finally pulled up onto the *Super Play* forecourt...

Violence plays a large part in *Street Racer*. If you're not trying to take out opponents by punching them from the sides, you'll be looking to smash them with either of your special attacks. Every character likes to indulge, but some are less aggressive than others.

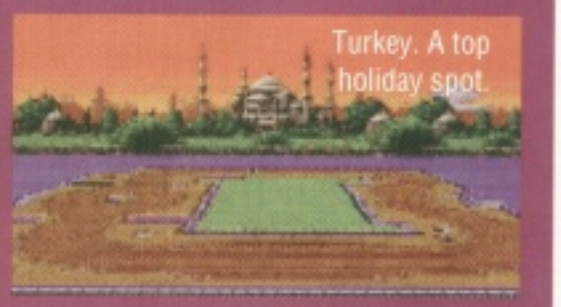


And here's an example behaviour we're talking Suzulu (that's me) is about t Wil's Surf off the track, he On the lower skill levels it's b get the ramming and stuff the way early and concentra building your lead once y made it to the front of the

SCREWY-DRIVERS

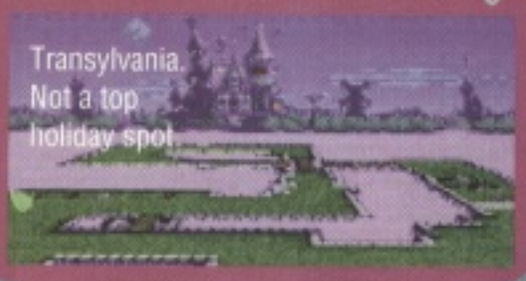
HODJA

Hodja is well-suited to beginners in *Street Racer* due to his great acceleration and handling. His Magic Carpet levitation comes in handy when things get cramped up ahead, but it's his Force Field which most drivers will make excessive use of.



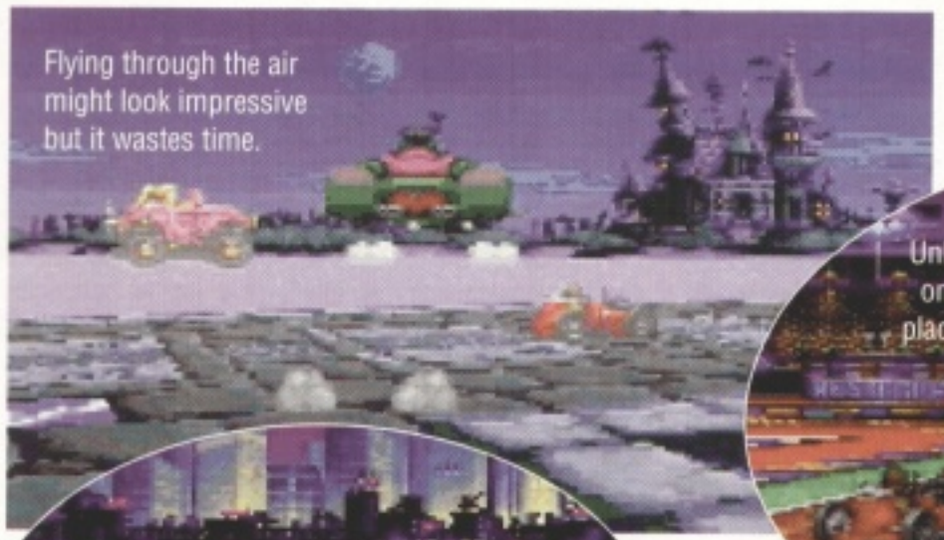
FRANK

Frank's tracks are among the toughest to negotiate – similar to Bowser's levels in *SMK*, it's easy to get snagged up on its many angular corners. His rear-set Screaming Banshee attack can remove opponents approaching from behind.



UK Release

Game: Street Racer
Publisher: Ubi-Soft
Developer: Vivid Image
Price: £44.99
Release: November
Players: 1to 4 simultaneously
Cart ROM: 8 Mbit
Adaptor: TBA



Unlike *SMK*, winning a race has a reverse effect on where you start the next one. Finishing first places you eighth, second – seventh, and so on.

There are a total of 24 tracks in the game, four of which only becoming available once you've finished the gold cup on at least the medium difficulty setting.

'PICK IT UP FOR SPEED-UP'

Racing success, like *SMK*, is dictated in part by the player's ability to collect icons strewn liberally about the track. Unlike *SMK*, however, you always know exactly what you're going to get when you pick up a bonus in *Street Racer*.

Bumps and bashes throughout the game deplete your energy gauge. Roll over one of these these little beauties to replenish it and ensure that it stays topped-up and healthy. And before you ask, it's a spanner. Look, just use your imagination or something okay? Attain a higher top speed by picking up these stars. The actual difference in practice is only slight, however.

Icons to avoid – these explode on contact, sending you skywards, removing a chunk of energy.

Turbo boosts are awarded once per lap. Alternatively, pick up one of these icons – there's loads of them around.

RACER

You ask someone to help out with playing the game and they drive straight into a barrier. I despair.

Above: Sometimes you wonder why they didn't call it Mad Gits On Wheels With Weapons And No Remorse. Sometimes.

Find three friends and settle down for some big fun!

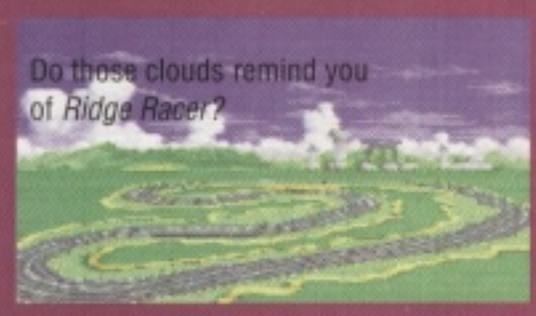
Right: Short cuts are plentiful. Just don't expect them to be easy.

RAPHAEL

Raphael's home turf represents some of the game's trickiest sections. Because of the limited track width finding the correct racing line early is imperative. He has a grapple attack like Biff's, and a set of woofers The Who would be proud of.

Parp! Acumen never made them this good.

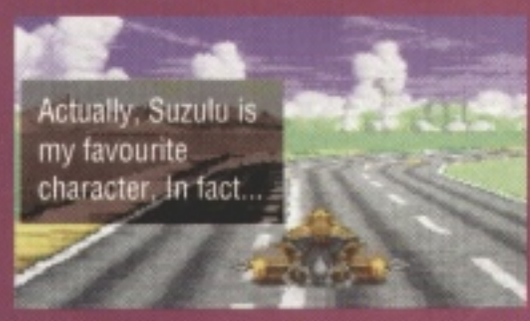
Let's hope this makes up some distance...



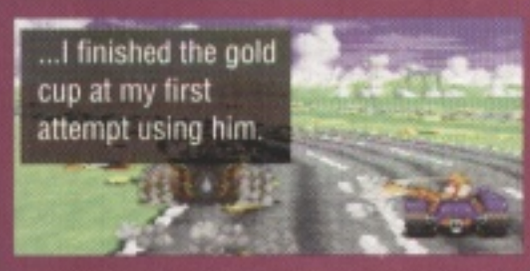
Do those clouds remind you of *Ridge Racer*?

SUZULU

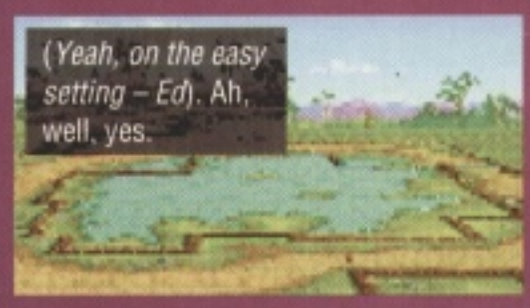
Avoiding the rougher sections of Suzulu's tracks (scrub and rocks) is relatively straightforward if you follow a natural racing line. His weapons are a fairly ineffectual side-spear attack and a wheel-widening Rhino Charge.



Actually, Suzulu is my favourite character. In fact...



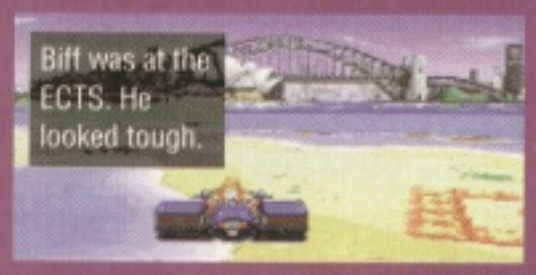
...I finished the gold cup at my first attempt using him.

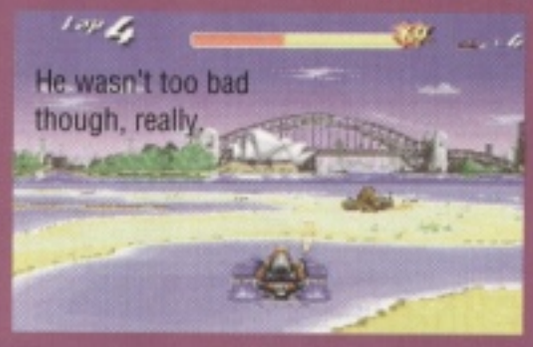


(*Yeah, on the easy setting – Ed*). Ah, well, yes.

BIFF

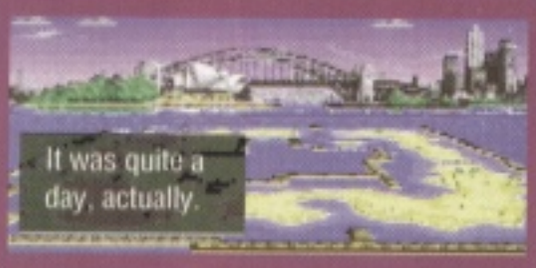
A bit of a thicky is Biff, with an extreme bent for aggressive behaviour making him the character to most avoid tangling with. Dirt track stadiums are his territory, with wide, arcing tracks which present little trouble at all.





SURF

Remember Koopa's beachy tracks in *SMK*? Surf's are really no different with a similarly freeform nature which often sees duffers losing their way. Her offensive manoeuvres are lacking but she'll probably find her niche somewhere.



THOSE SUBGAMES

If there's one thing a console racing game needs to succeed nowadays, it's diversionary sub-games. *Stunt Race FX* had them, as did *SMK*. Indeed, its balloon game is now recognised by many as one of the best things ever, bar nothing. Vivid Image's gestures in *Street Racer* arrive in the form of a mad game of footy and an all-out bash-a-rama.

SOCCER

The soccer game can be played either up to a set time limit or until a player scores a set number of goals. Rather like kickabouts in the part, it's one-a-side (as it were) and there's only one goal with the emphasis of play set firmly set on 'fast'. You won't have a clue what's going on for the first few minutes – indeed, some people here still claim they can't play it – but everything should eventually fall into place.

There's no goalkeeper to worry about – instead a block moves back and forth across the goal line. It all reminded me of *Ballblazer* actually, sad git that I am.

A sweat-sodden gymnasium is the setting for the indoor option. Avoid the skid marks.

Matches can be played on three difficulty levels, the difference being the size of bordering tiles – in easy mode they're 'full' and take a few hits to disappear.

RUMBLE

Imagine being strapped in a car and thrown onto a slab of square concrete mysteriously suspended in a black, spooky void. Now imagine a border of destructible squares surrounding the action. And seven other cars, all intent upon knocking everyone else out of the 'ring'.

This is the default pitch, the standard outdoor option: no frills, just turf.

Still in the gym, but now someone's snuck in and iced the place. Tch.

Yep, that's the rumble mode. And it proves to be quite a laugh, not requiring the thought necessary in football, instead requiring speed, manoeuvreability and a skill for causing harm to others. Needless to say, I couldn't handle it all.

Tweak difficulty up to hard and the tiles begin as mere dots, forcing you to spend more time nearer to the centre of the ring.

Rediscover those *SMK* joys as you meet other cars at crossroads.
Lap 1
Time 00:05
P3
Interestingly, *SR* uses a new technique to anti-alias 'foreground' Mode 7.

GET OUT THE 'TAP!

A total of three screen modes are made available in order to handle *Street Racer's* 1-4 player options; lovely full-screen, not-quite-as-lovely-but-still-bearable half- screen, and initially-really-hard-work-but-you'll-get-used-to-it quarter screen modes.

1-player mode. Everything's fine and, indeed, dandy.

2-player mode. Most people shouldn't have any trouble at all.

4-player mode. Yes, we've moved into confuse-thick-friends territory.

IT'S PLAYBACK TIME

You've been particularly drawn to all the talk of 'full video playback', in the innumerable previews which *SR* has enjoyed, yes? Well, you had good reason to – it's the replay mode, along with its four-player game, which really sets it apart from anything you'll have seen. Play a one-player game and you can replay the whole race (the buffer holds about six minutes' worth of 'footage') from any angle. The other player options offer more limited replay facilities.

This is the default mode, following the action from exactly the same point as the in-race view.

A quick flick up or down on the pad will swap between the race as any of the other drivers would've viewed it.

Alternatively, just pan the camera around to your little heart's delight – there are no restrictions whatsoever.

[Insert your favourite Murray Walker-style commentary here]

GOOD, BAD OR UGLY?

Heard the one about the game that's better than *Mario Kart?* Of course you have, and I imagine you're pretty sick of hearing about it by now. But it seems like a fair way of deciding *Street Racer's* worth. After all, we're talking about something which many claim betters one of the greatest games of all time (and a game which, incidentally, I think we underrated slightly when we first reviewed it). So please forgive the *SMK* comparisons.

Right. Feel: the most important thing. Fortunately, *SR* doesn't fall down at this early stage. I was dubious at first, however, because the handling feels so much sharper than most driving games. The feel in *SMK* is much more floaty by comparison, and somehow more natural. You won't perform those wonderful drifts through corners in *SR*, for example: behaviour like that is more muted in *SR*. I don't think *SMK* vets will take to it well initially, but like coming to *MKII* after *SSFII*, you have to give it time and everything will fall into place.

In other areas? Well, it positively *destroys SMK* where speed's concerned – this is one blindingly fast game. If you get it for Christmas don't expect any of your pud-filled older relatives to be able to sit around the SNES and join in – you need sharp reflexes to handle its nitro-driven screen-update routines (even in four-player mode it'll turn heads). This does mean that standard races don't last as long as *SMK*, but you can always crank up the lap count on the options screen.

Which brings us rather nicely to options in general. And it's here where *SR* will win favour over *SMK*. Just about everything can be tailored to individual preference, from simple damage on/off, up to creating a custom cup made up of your favourite tracks. But don't think you'll have to spend ages setting things up: one of the game's particular strengths is that you can just pick up and go if you like.

The lack of DSP chippage means that you get flat tracks with no overlaid sprite obstacles, and you won't have the same excitement from shells flying around as you do in *SMK*. But what it loses in these terms it makes up for in its combat angle which adds immeasurably to the game

And of course, there are the obvious advantages of the three- and four-player modes. Get four *good* players around – playing against crap opponents tends to be something of a non-event – and you're in for one heck of a time.

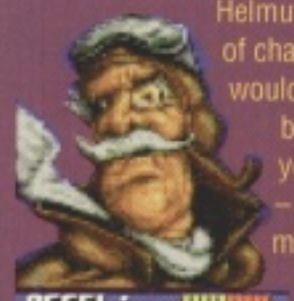
The *MKII/SSFII* reference is actually more relevant than it may have first appeared. I'm sure a situation will develop around *SR* and *SMK* in much the same way ie two camps which love either one or the other with little crossover. Me? I'm pitching my tent somewhere between the two (*Coward – Ed*). Okay then, I'll pitch it perhaps a few acres closer to *SMK* – when all's said and done it's still my favourite racing game. *SR*, however, is probably as near to its excellence as anyone outside of Nintendo is going to get. Happy now?

● Tony Mott

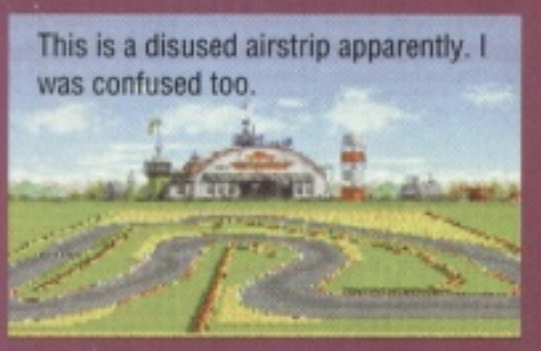
GRAPHICS	SOUND	GAMEPLAY
92%	80%	90%
GAMELIFE	**OVERALL SCORE:**	**91%**
89%		

VERDICT: Don't bother waiting for *Super Mario Kart 2* – go out and buy this. It looks beeyootifull and plays just like a good game should. Hey, we like lots.

HELMUT

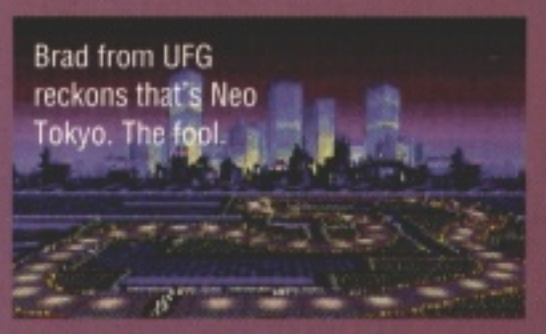


Helmut looks like the sort of character Russ Abbot would do on the telly, but don't let that put you off. Actually, do – he really gets on my wick. His defend rating is so high because his car's made out of solid iron and rocks. Very improbably.



SUMO-SAN

In a somewhat weird turn of events, Sumo San's vehicle doesn't run on wheels. Instead, his huge frame is propelled about by way of caterpillar tracks, hence his handling ability.



The Dark Knight leapt from his Batplane and scanned the city for signs of the Joker. He could see nothing. He had forgotten to put his contact lenses in.

THE ADVENTURES OF BATMAN

Plugging his bat-cart into his bat-console Dave Golder, aka Reviewerman, goes into battle against the scum of Gotham City...

The Penguin resorts to deadly deodorant power.

Defeating Poison Ivy's man eating plant is the trickiest bit of the game.

Here's one root problem the dentist won't be able to deal with.

"...Take m mother-i law... I wi somebo would

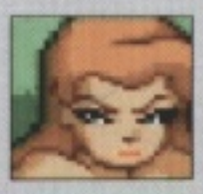
UK Release

Game: The Adventures Of Batman And Robin
Publisher: Konami
Developer: In house
Price: £54.99
Release: November
Players: 1
Cart ROM: 16 Mbits
Adaptor: Any

YOU HAVEN'T SEEN THE LAST OF ME

What have those vile, villainous, felons have in mind this time around? You can bet your granny wouldn't approve.

The Joker: The jolly green-haired giant of joke villainy is after Batman, basically. He and Harley lure Batman into an amusement park filled with deadly rides. The roller-coaster ride is seriously disorientating.



Poison Ivy: Ivy proves that eco can be unfriendly. She grows plants in her greenhouse that are trained to attack people. And their spores are spreading. This is a rather run-of-the-mill platformy section with a ridiculously difficult guardian.

The Penguin: The waddling villain with the umbrella fixation turns art collector. But he's not off down the auctions – he'd rather break into the Gothem Museum. Arcade adventure with a brilliant end-of-level sequence.

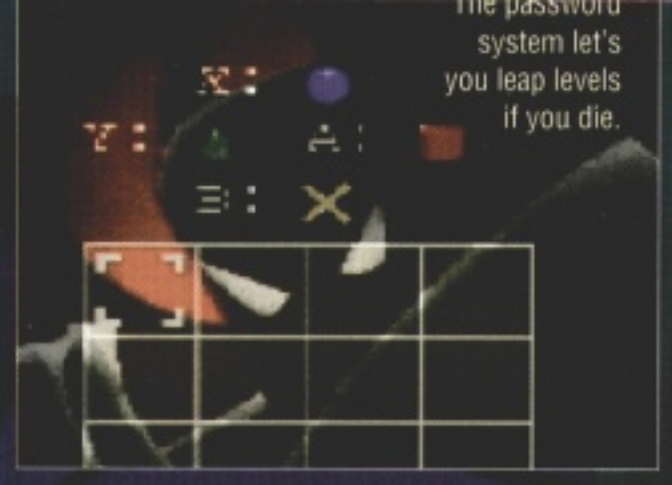
Catwoman: We all know Bats and Cats have got a thing going, but that doesn't mean the Dark Knight will put up with her feline felony. She's got her mind on a bit of cat burgling but Bats has to stop her. What follows is a breathtaking rooftop chase and a death-defying plunge.

Two Face: Ex City Prosecutor Harvey Dent, now prefers running the risk of getting prosecuted. This time he's robbed the City Bank. Batman and Robin clamber into the Batmobile and go off in pursuit, in a rather lame overhead racing section.

The Scarecrow: This bloke's gas can warp people's minds. In this escapade he convinces 'ordinary people' that Batman is the true villain. So Bats has to fight his way through a level without actually punching these innocent victims 'cause he's considerate like that. The Batplane also makes an appearance here as Bats has to make a death-defying leap onto the Scarecrow's blimp.

The Riddler: The Riddler has written a computer virus that he's unleashed onto Gotham's police computer. Batman has to 'enter' the computer and put everything back to rights. Which is basically an excuse for a maze-type puzzler.

Is that the way to treat the woman he loves?



The password system let's you leap levels if you die.

The art deco level intro screens capture the feel of the series.

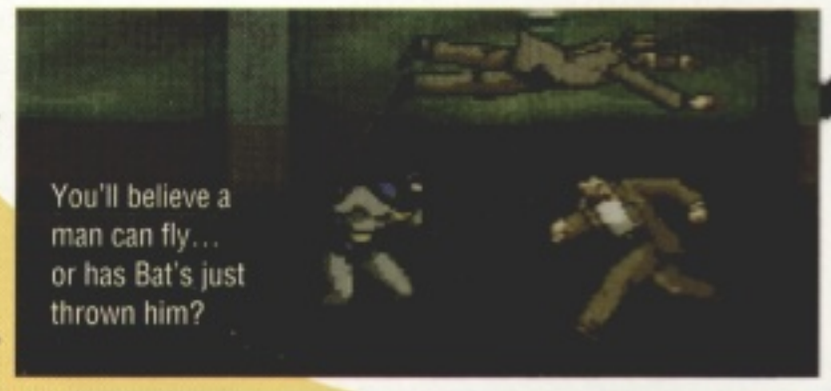
FOWL PLAY

AND ROBIN

TRUTH, JUSTICE AND THE GOTHAM WAY

Batman: He's got an anvil for a jaw, a surf board up his shirt and shoulders so far back they're in a different hemisphere to his chest. He is the Dark Knight.

Robin: While Bats is dressed to blend in with the night, the only thing Robin would blend in with would be a rave. Or a jar of jelly babies.



You'll believe a man can fly... or has Bat's just thrown him?

GOOD, BAD OR UGLY?

Why would anyone want to live in Gotham? Is the real estate cheap? Are the water rates low? Is it the night life? Maybe there's a 24-hour cable channel showing non-stop *Blake's Seven* repeats (er, maybe not)? Whatever it is, you wouldn't catch me living there. Not only does everyday seem to bring another new threat from a crazed supervillain in tights, but the local super-hero is a bit schizo and the authorities think the best way of dealing with crime is to lock up all the worst offenders in an asylum which has a worse record for security than the old woman who lived in a shoe's chastity belt.

And yes, old Arkham seems to have flung open its doors once again to let all Batman's arch enemies loose to do their dirty deeds and not mop up after them. So in this new release from Konami, based on the superbly atmospheric *Batman* animated series, you have to help Bruce Wayne's dark side to put them all back inside again.

Now I bet you've read us games reviewers saying something along the lines of, 'playability is more important than graphics' a few million times. Well, quite a few times, anyway. That's because it's true. Clichés quite often are. But I'll have to come clean with this game – if you like the series, and I do, then you're probably going to be able to turn a blind eye to the drawbacks in this game, because the atmosphere and graphics are spot on.

To be perfectly honest, to the Bat-illiterate it must come across as a pretty standard horizontally-scrolling beat-'em-up with a few novel twists and turns, a couple a truly impressive sequences but more than its fair share of humdrum, dull or downright weak points. But to the initiated Konami's *Batman* accurately captures the dark, brooding (hang on, we're back to clichés) almost manic feel of the cartoon series, and there are moments, especially during the Joker and Catwoman sequences, that it feels like you really are taking part in an interactive version of the cartoon. The lush Elfman-inspired soundtrack helps no end.

The game is divided into eight sections. In the first seven Batman comes across his enemies one-by-one, then in the final section he faces them all at once. One of the main problems with the game is that it never quite matches the superb opening sequence featuring the Joker. As a first level it's perfect, featuring a warming up beat-'em-up section, then a glorious roller-coaster ride in which Bats has to avoid parachuting bombs. It's not that tricky, but what the heck, you think. It's bound to get harder while retaining that brilliant ability to suddenly change tack to keep you on your toes. Well, yes it does. But not always successfully.

It becomes ridiculously hard in places with guardians that take aeons to beat into submission, and sequences which takes a few dozen attempts to master. This wouldn't be so bad if there were a generous amount of extra lives to pick up, so that when you come to a tricky bit you can have a good few attempts at it. But there aren't. Ah well.

And the constantly changing nature of the gameplay does have its drawbacks. While there are some excellent sequences, such as the race along the rooftops against Catwoman, too many times what you end up with are pretty lukewarm attempts at injecting other genres – driving, platformer, arcade adventure, puzzler, you name it. The game strikes out in all directions but only hits its targets occasionally. And so for every thrilling battle with the Penguin you have to put up with a frankly quite tedious overhead-racing section in the Batmobile.

But don't get me wrong. There's a lot that's impressive in *The Adventures of Batman and Robin*. The problem is you have to plough through some of the more tedious bits to get to them. If you like the series, the game's got enough good, honest gameplay meat and stunning graphics to make it much more than just a cash-in with curiosity value. If you don't, then it's merely a slightly better than average scrolling beat-'em-up with a few surprises and just as many dull bits.

● Dave Golder

GRAPHICS	SOUND	GAMEPLAY
90%	88%	81%
GAMELIFE	OVERALL SCORE:	
79%		80%

VERDICT: A pretty uneven game in which all the disparate elements only occasionally come together to create something truly awesome. Fans of the series, though, will love the authentic atmosphere.

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National Games Championship

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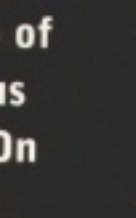

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SPARK

This isn't a game involving an electrician because that would be called Sparky. No, this is something much, much better.

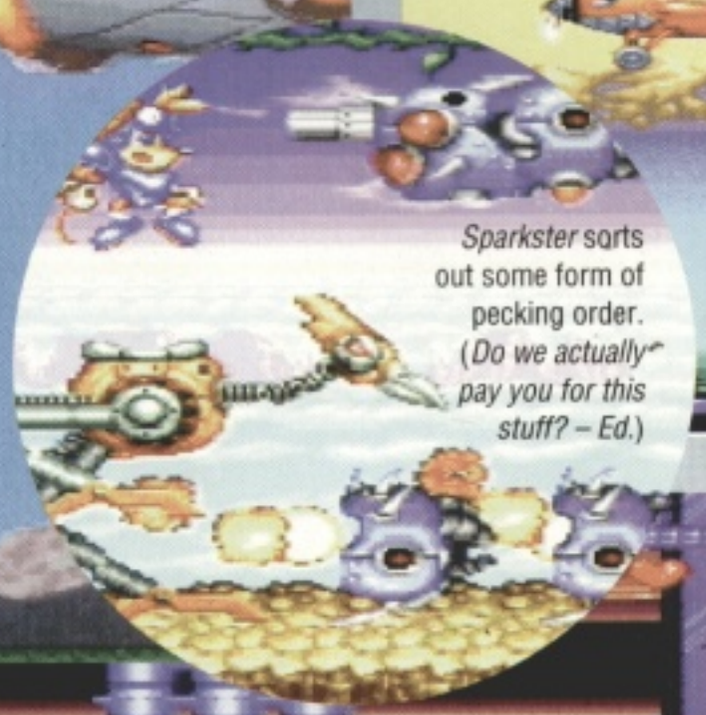
Don't you just hate it when laser bolts come out of the ceiling and you don't see them until it's too late? It's all so very embarrassing.

There goes that little blue devil now. And in his wake? Nothing but pure destruction. Oh, and a bit of billowy fire.

UK Release

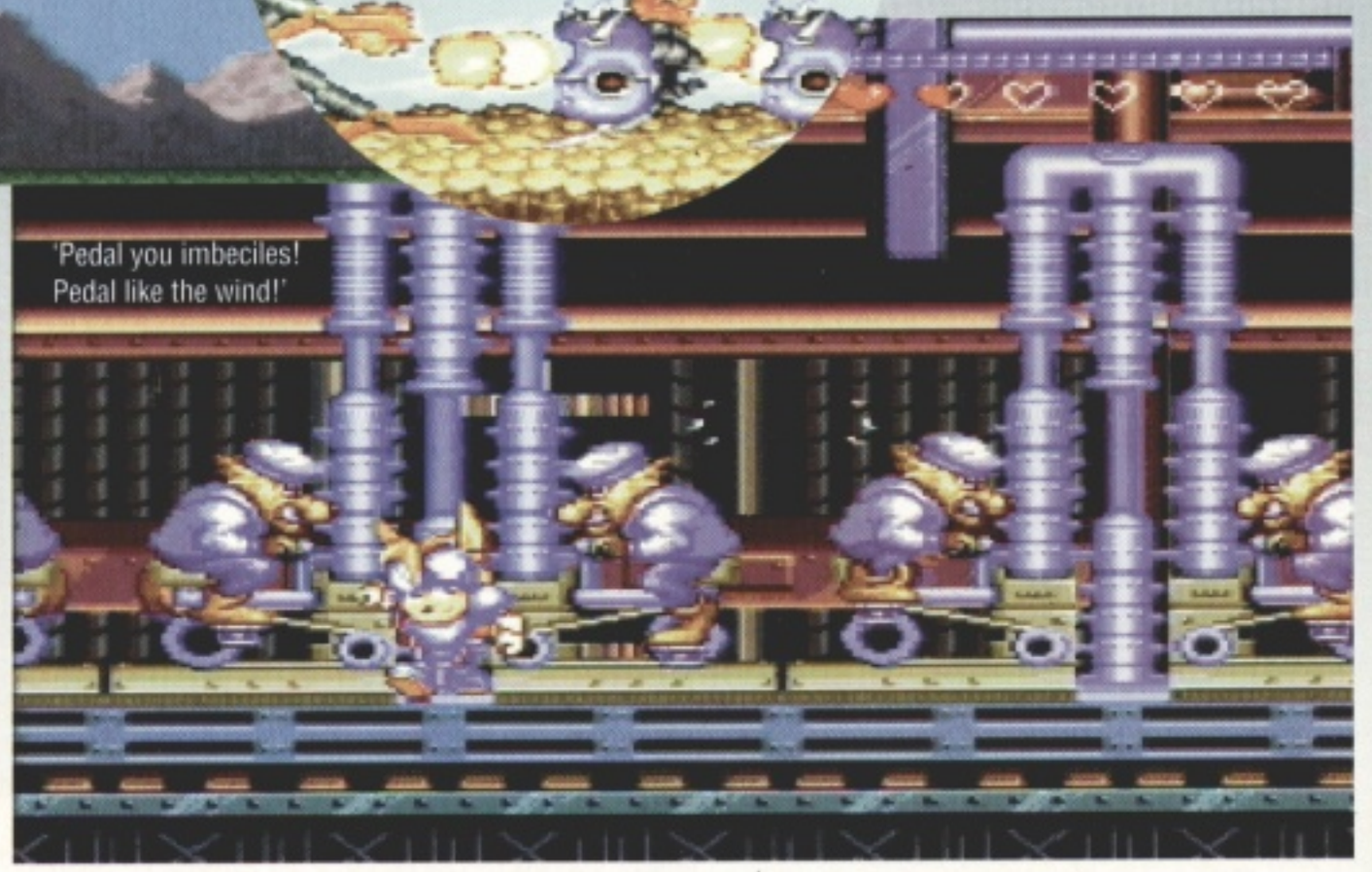
Game: Sparkster
Publisher: Konami
Developer: In-house
Price: £44.99
Release: Out now
Players: 1
Cart ROM: 8 Mbit
Adaptor: PAL only

Do they really expect us to believe that those puny jets are keeping that hulking great thing up there? You're not fooling us Konami.



Sparkster sorts out some form of pecking order. (*Do we actually pay you for this stuff? – Ed.*)

Those not so-magnificent men in their flying machines are asking for trouble.

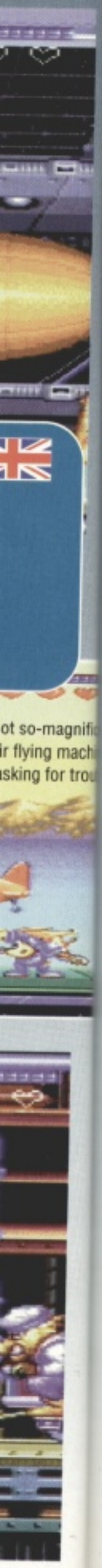


'Pedal you imbeciles! Pedal like the wind!'

BOSSTASTIC!

If there's something other than variety of gameplay where Konami take the lead, it's with their bosses. Remember the first time you saw the ED-209-like boss in *Axelay?* It was, and still is, among the most incredible implementations of a boss character there's been. And *Sparkster* contains piles more of them – many of which are dotted around these pages. They all have incredibly animated joints, many varied attack methods plus lots of flashy bits on top. Okay, perhaps they don't quite reach *Axelay's* brow-moppingly amazing standards but they're still proof that when it comes to end-of-level excitement nobody does it better than Konami.

KSTER



Only Konami are brave enough to show baddies' kecks.

Giant-sized boxing exoskeletons! You can't beat them for laughs.

Three guesses as to this guy's weak point. Yep, that big blue nobbly bit.

Left: The Abominable Dr Phibes-bloke.

SPECIAL FX

You want something out of the ordinary? Something which you don't see in yer average platform game? How about the these little things, then, for starters...

If you stare really closely here you can almost make out your face. TV screens are like that.

Yuk, a big black smoggy cloud of evil. Just like the one which hovers over the houses where I live.

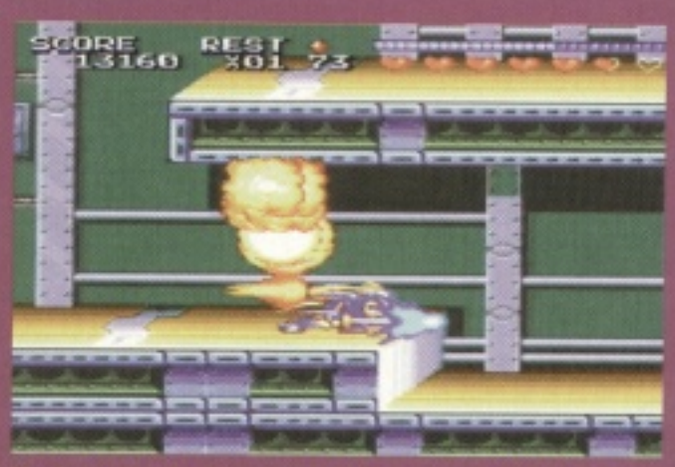
This triangular platform moves around just like an early *Sesame Street* animation. They were awful.

Flip the door around to change the entire layout inside the pyramid. It really is a bit special, this.

MY FLEXIBLE FRIEND

You've never seen an opposum as flexible and funky as Sparkster. In fact, we suspect that you've never seen an opposum at all unless you're maybe Terry Nutkins or perhaps Chris Packham. But anyway. Here's our sword-wielding ball of fur going through his paces.

Hold down fire to charge up your jet pack and then fhtooom! You can even attack from above, like this.



Yer bog-standard horizontal blast can also take out destructible walls too, for seeking out hidden areas.

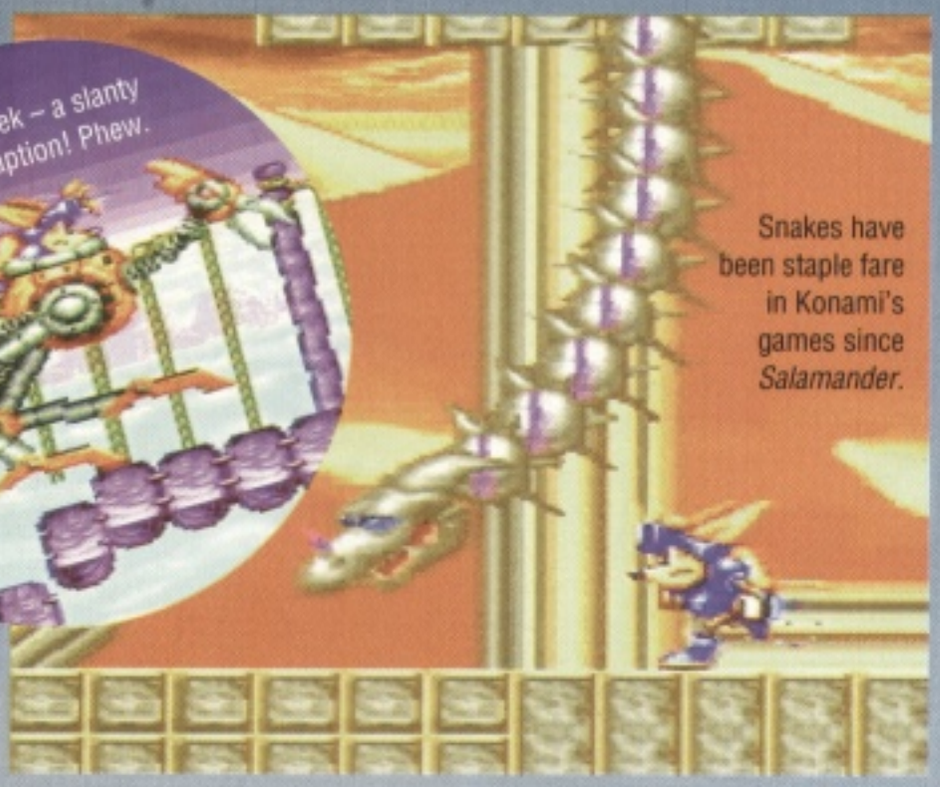
A swift stab of the L or R button sends Sparky through the air like some mad, out-of-control catherine wheel.

Some parts of the game can only be accessed via diagonal bursts. Yeah, *Sparkster* does indeed rule.

THE FES GAME DEBATE

If you read the news item regarding the FES last month you'll know about the planned East vs West games debate, hosted by the cakemeister himself James Leach, and featuring our top acrylics-on-cel merchant Wil in the 'East' corner. Just take a few moments in comparing *Sparkster* to *Jellyboy* and I think you'll get some idea as to how discussion is likely to go...

Right: *Jellyboy*, reviewed in full on page 56.



After being shot into orbit by a huge cannon you're faced with this mighty space cruiser thing. Shoot, shoot and shoot again.

GOOD, BAD OR UGLY?

Okay, so *Sparkster's* a platform game. But who better to entrust the job of producing another one than Konami? Eh? Nobody, that's who. It took me a fair while to be thoroughly convinced, though. The game starts out fairly uninspiringly with nothing but a clever water reflection effect to make you sit up in your chair and it's not really until the third level, when the fantastic robo bird-walker mode of transport kicks in, that you realise that Konami are back in town and ready to kick everyone else all over the shop.

It's variety of gameplay where Konami excel. They aren't happy just piling on level after level of samey platform action. As with *Tiny Toons Adventures*, just about every level of *Sparkster* introduces a new game style, approach or wacky elements to the action. It isn't as diverse as *TTA* – there's nothing to compare to its American Football level, for example – but I guarantee that your faith in platform games which be at least partially renewed when you play through this.

Sparkster himself is an amazing little fellow. He's been streamlined since his Mega Drive days and his new image ranks him head and shoulders above the likes of Bubsy et al. And, typically, controlling his exploits feels as natural as breaking wind in the morning thanks to Konami's supreme understanding of how gameplay is put into games.

The only real faults I could find were concerning stuff which I probably wouldn't criticise in non-Konami product. The music is fairly lightweight material and never lifts or drives you onwards as much as it should in this style of game, and some of the levels feel a bit tightly designed. It would have been nice to have felt a bit more freedom giving a less linear feel, but there are lots of secret passages and, as I said, different styles of play to offset that. It won't have you slaving over a hot pad for weeks either if you play it on the normal difficulty setting so I'd suggest that you tweak it up a notch.

You've probably noticed by now that I'm a bit of a Konami fan. They've been a bit stale of late though, I think, with titles such as *Lethal Enforcers* and *Rainbow Bell Adventures* which were lacking something. *Sparkster* reaffirms their position as the premier SNES software outfit (discounting Nintendo, of course) and I hope it marks the beginning of a new wave of quality software from them. Certainly, if *Batman: The Animated Series* and *Tiny Toons Sports* prove to be as polished as this then the near term future of the SNES is a rosy one indeed.

● Tony Mott

GRAPHICS	SOUND	GAMEPLAY
89%	82%	90%
GAMELIFE	OVERALL SCORE:	89%
79%		

VERDICT: Games like this are fast becoming rarities. It has style, imagination, surprises and, of course, that vital helping of Konami's special ingredient X. A cracking game.

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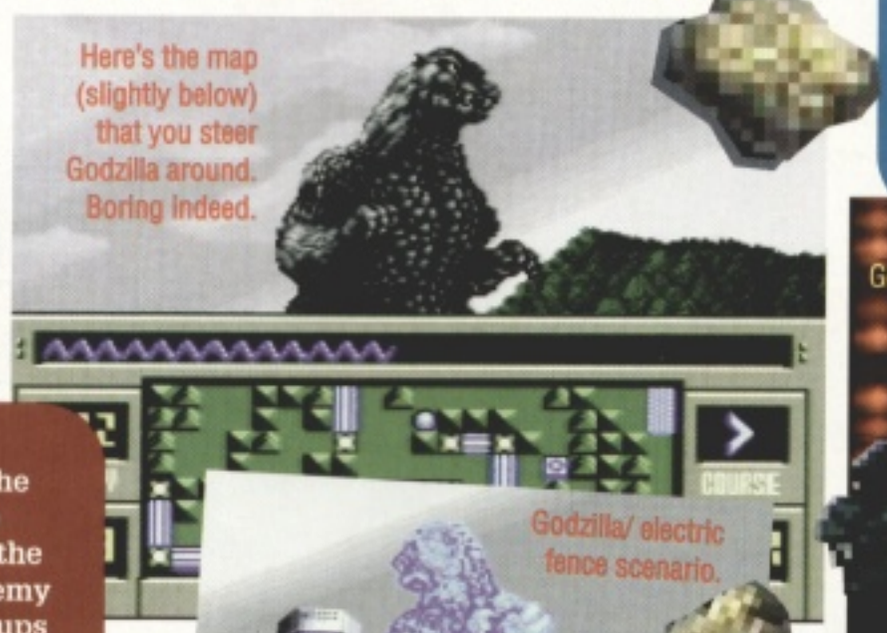
SUPER GODZILLA

Got a shed you don't like? An outhouse requiring demolition? A gazebo to be flattened? Call the big guy with the laser eyes.



WALK THE DINOSAUR

Before you can enter into combat you must find the monsters by tramping around a map divided into squares, and trying to stay within radio range of the controlling military forces. When you find the enemy blob, you must head towards it, gobbling power-ups on the way. Almost at every step you get plagued by UFOs, tanks, mines and other energy-sapping machines of war. The answer is to stamp on them, take the inevitable damage and try and recharge yourself at the next power-point, ready for the boss. And after you find him, you rush headlong at the swine.

US Release

Game: Super Godzilla
Publisher: Toho
Developer: In-house
Price: £49.99
Release: Out now
Players: 1
Cart ROM: 8Mbit

GOOD, BAD OR UGLY?

The sea rumbles and shivers. People flee from any tall yet crushable buildings. A slightly grating roar fills the air. A big dinosaur emerges, looking slightly confused. Godzilla is here!

The Japanese really flip for Godzilla. He's like Big Daddy, Frank Bruno, Ian Botham and Ken Dodd all rolled into one for them. A massive hero, in fact. Hence he's got dozens of films and several games devoted to him. Not bad for a character designed in the '50s to be a Japanese version of *King Kong*.

But we in the West laugh at Godzilla. His exposure here is limited to low-budget footage of what is patently a man in a suit trying to see out of the eyeholes whilst stamping on model cars in an overlit studio. And this game doesn't really help. Unfortunately for Western sales, the eponymous dinosaur out of *Super Godzilla* is very faithful to the one seen and smirked at in the movies. He fires electricity, he walks through buildings and he trades punches with King Ghidorah, Mecha-Godzilla or the terrifying Bagan.

The fighting system is the most complex I've seen for a long time. What you must do is build up a kind of spiritual energy level, wait until the precise moment to move in, and strike the foe with a big chubby fist. Then you back off with all possible rapidity and fire a ranged (and much more harmful) weapon at him, like your laser mouth device.

Meanwhile you must fend off the enemy, whose own spirit level is waving around as if in the possession of a drunken builder. By learning the fluctuations, you can time your assaults and thus overcome enemies far greater and more powerful than you. All this sounds nice, but it involves twiddling the D-pad and pressing A repeatedly. Not the perfect fighting game.

There are six big bad monsters to oust from Japan's fair cities, and to win the game you defeat them all and become *Super Godzilla* (a slightly larger version of the original). But to get to the other monster chaps you must undergo the walking around bit. This is neither entertaining nor enlightening, and as you crunch your way over yet another tank icon and bash through another hill, you can't help thinking that they could have done away with the lot and made the fighting better. But maybe this game is exactly what Godzilla fans really want. Wil certainly likes it.

● James Leach

GRAPHICS	SOUND	GAMEPLAY
63%	82%	44%
GAMELIFE	OVERALL SCORE:	39%
27%		

VERDICT: It captures some of the Godzilla atmosphere, but this doesn't make it a particularly good game. The fighting is quirky; original, but not very much fun. And there's little variety. Boo, hiss.

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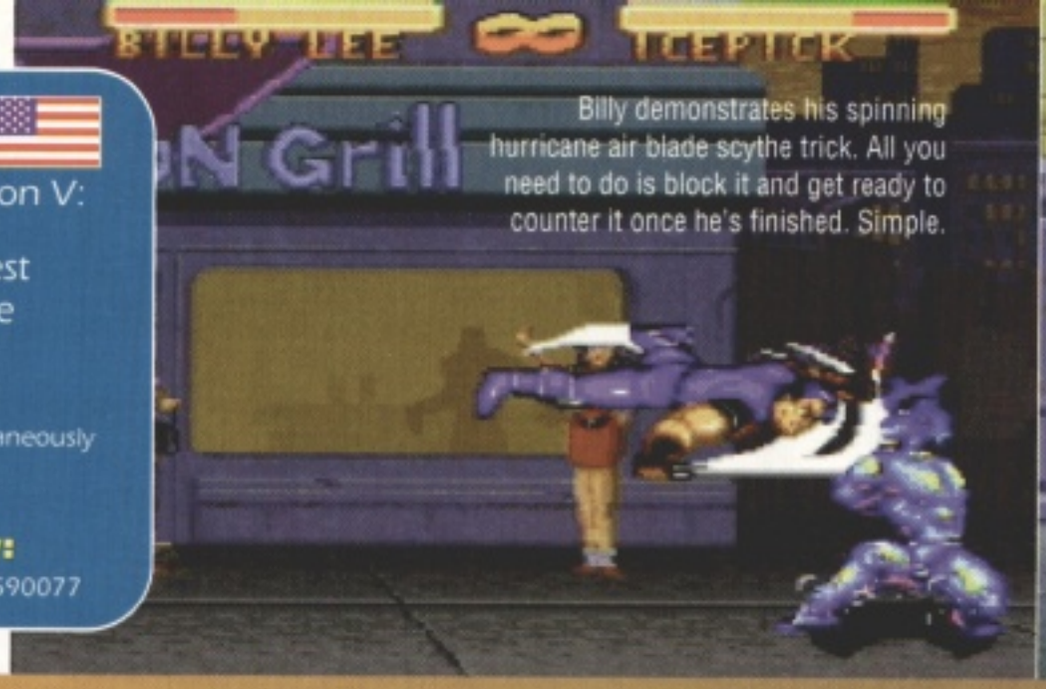
US Release

Game: Double Dragon V: The Shadow Falls
Publisher: Tradewest
Developer: In-house
Price: £49.99
Release: Out now
Players: 1 or 2 simultaneously
Cart ROM: 24 Mbit
Adaptor: Any
Game supplied by:
Zap Computers (0532) 590077



Billy demonstrates his spinning hurricane air blade scythe trick. All you need to do is block it and get ready to counter it once he's finished. Simple.

Trigger Happy demonstrates his kneeing someone hard in the middle area trick.

DOUBLE DR
THE SHADOW FALLS

Blood is thicker than water, they say. They also say Leach is thicker than Mott. That's why he chose to review *Double Dragon V* over *Tiny Toons Sports*.

Right: Countdown fires a missile, He's the toughest character (after Billy and Jimmy).

Right: You must work your way through these locations before finally boss-slaying.

Above: Sickle is such a show-off.

Right: Ranged weapons aren't much cop in *DD V*.

THE FOLLOWING WILL STAY BEHIND FOR DETENTION

There are 12 troublemakers in *Double Dragon V*. In no particular order, they are:

BILLY LEE
The best character. With a sword.

JIMMY LEE
Also the best character. Also has a sword.

BLADE
Quite good. And has bladey things.

BONES
A bit crap. Has machine gun though.

COUNTDOWN
Chunky. Has guided missiles.

ICE PICK
Cold. Has runny nose.

JAWBREAKER
Fat. Has a shake for breakfast.

RAGON

S

DOUBLE DRAGON: THE MOVIE

Scheduled for release in the USA around Christmas and in Europe in the New Year, this film sets out to encapsulate the very essence of all the *Double Dragon* games, rather than being based on one. Seeing as the only common thread is the twins team of Billy and Jimmy Lee, a whole new plot has been developed. Robert Patrick (*Terminator 2*) is Koga Shuko, trying to wrest an amulet from the boys, who are joined by Satori (their guru). We'll see.

GOOD, BAD OR UGLY?

Hiya! Billy Lee from the *Double Dragon* series here. Jimmy and I are going to write this review ourselves. We promise to be honest and tell the truth. Way to go, Jimmy!

Yo, bro! First things first. Ya gotta understand that this is a fighting game like Street Fighter II, not a wander-along beat-'em-up. So we'll have to be good to make the grade, eh Billy?

Yep indeedy-do, Jimmy, old brother of mine. Where do we start? How about with the characters? There are twelve of them, including us, and most have swords, guns or other weapons. There are the usual range of strikes and blocks, and there are a selection of special moves and ranged attacks. All six buttons are used, and pressing both shoulder buttons at the same gives each character another move. So there's lots to do. Whaddaya say, Jimmy?

Well, yes, Bill. But there are problems with our game. For a start, the characters may be big, but they've got some terrible colourschemes, which make them less clear and spoil the effect. The backgrounds are simplistic and certainly won't impress people used to *Mortal Kombat II* or *Street Fighter II*. Okay, Billy?

Yeah, bro. I guess you're right. And it pains me to say it, but the fighting isn't that inspiring either. It's pretty fast, but the balance isn't right, and the person who moves the fastest and gets the most varied attacks in usually wins. So there isn't much planning and out-psyching to do (unlike both *Mortal Kombat* and *Street Fighter*.

That's totally correct, Billy. And there are too many charge-up attacks and not enough round-the-D-pad-style moves. The ones that are like that usually use the reverse fireball move, which is too easy to do. And the ranged attacks are crap, too,.

Cor! You said 'crap' Jimmy! We're not s'posed to swear. Anyway, the other thing to point out is that we're easily the best characters, and we have almost-exactly the same moves, so people who play the two-player game will almost without fail end up using us. I'm not boasting; we're just too powerful. Which is a pity.

Yeah. It seems we just don't cut it, eh, Billy? Still, after five games, they'll probably retire us now. I can go fishing and playing golf, and you can tend your collection of lacy feminine underw...oof! Right! It's a fight you want, eh?
(Smack! Thwack! Charge-up! Reverse fireball! Switch off SNES!)

● James Leach

GRAPHICS	SOUND	GAMEPLAY
84%	62%	35%
GAMELIFE	OVERALL SCORE:	
30%		39%

VERDICT: Not as good as the two biggies, despite its 24 meg. Diverting for a while, and the CPU plays a mean game, but generally too shallow and lacking real fight. And the graphics could be better.

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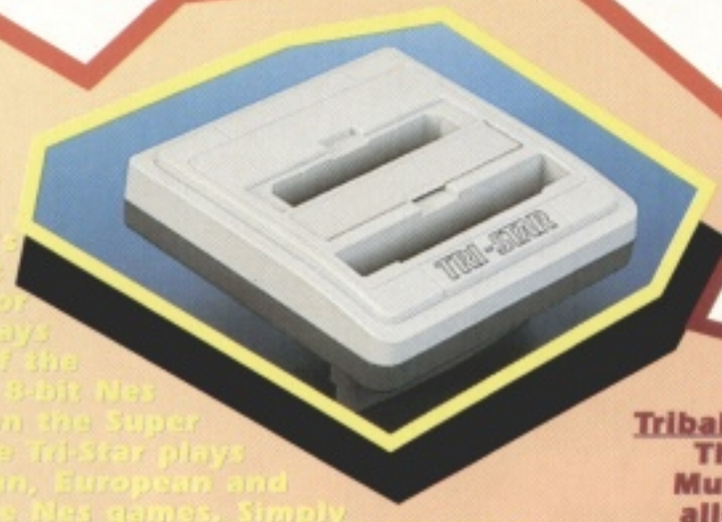

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Ultra 2 in 1 - £17.99
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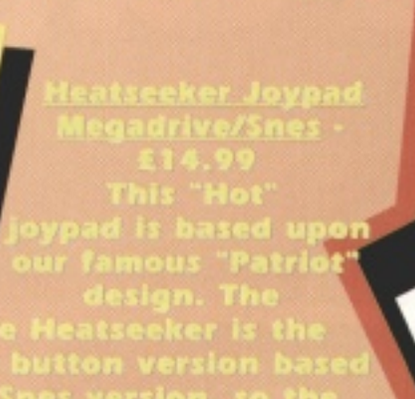

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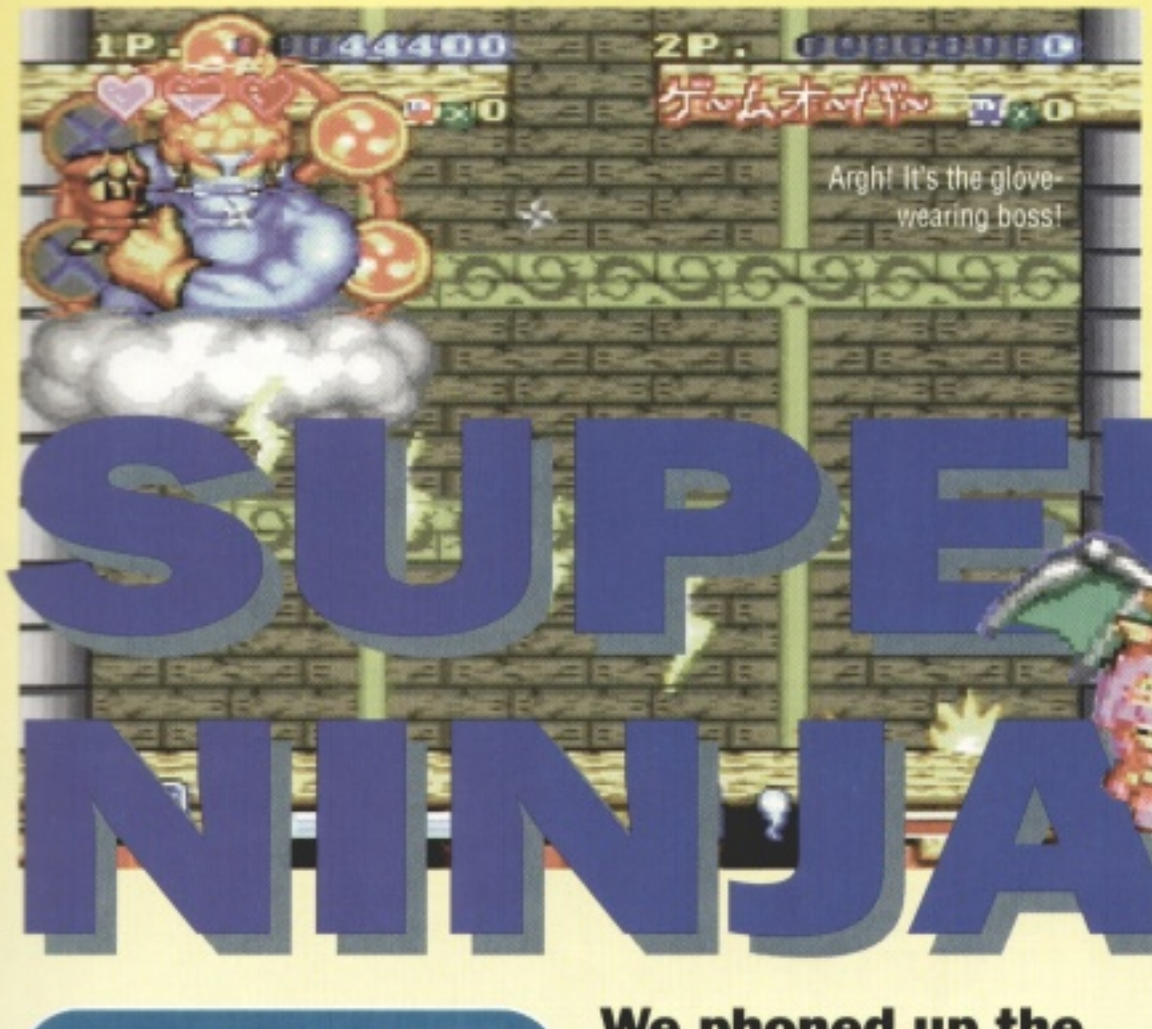
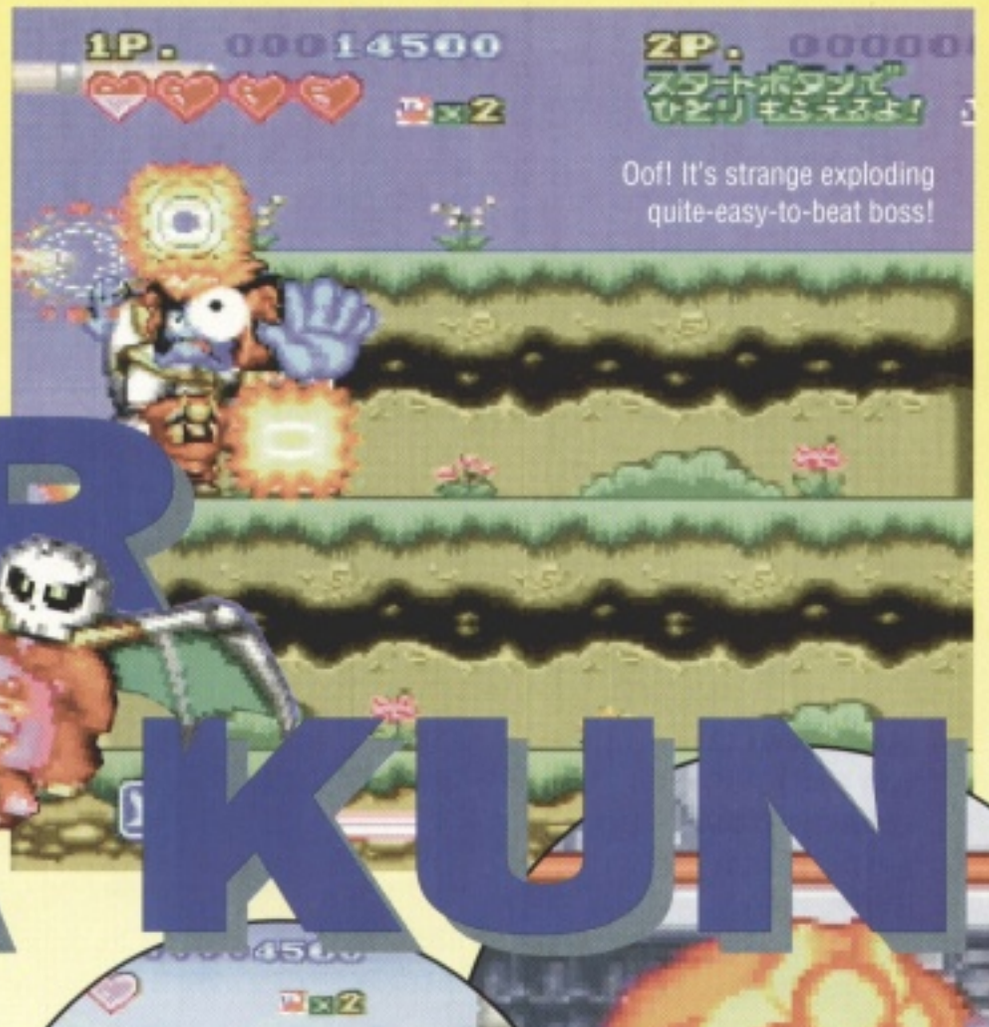
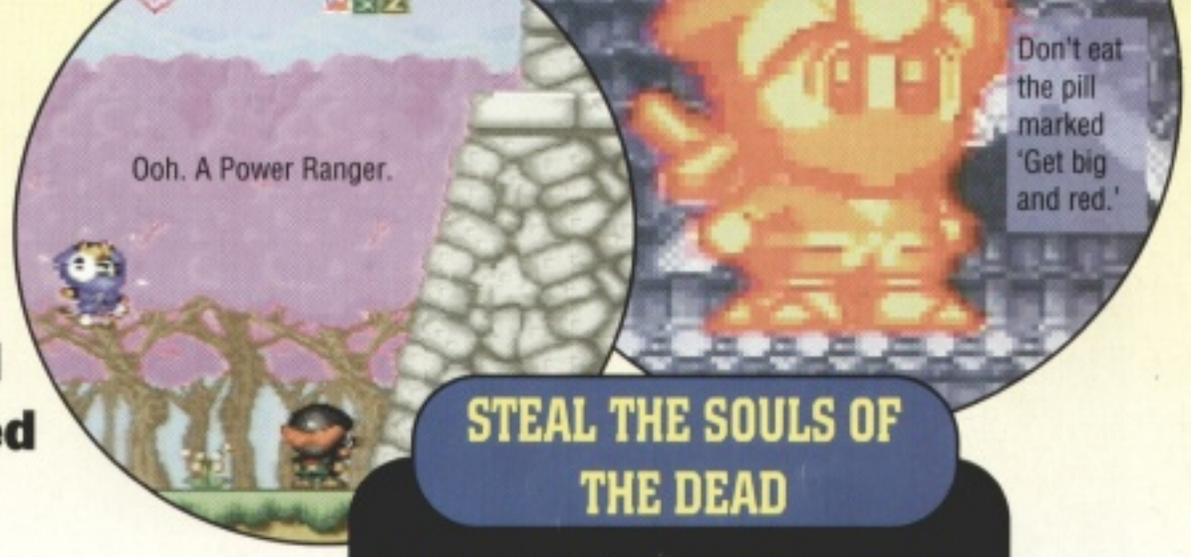




SUPER NINJA KUN



Japanese Release

Game: Super Ninja Kun
Publisher: Jaleco
Developer: In-house
Price: £44.99
Release: Out now
Players: 1 or two simultaneously
Cart ROM: 8 Mbit
Adaptor: Any

We phoned up the Japanese Embassy in London to ask them what a Kun was. They slammed the phone down and have since instigated legal proceedings...

GOOD, BAD OR UGLY?

Japan is a land of contradictions and oddity. Take, for example, the ninja. Ruthless, silent assassins who didn't adhere to moral or ethical codes but whose sole purpose was eradicating people. Ninjas were nasty pieces of work.

But nowadays the Japanese proudly display them as part of their culture, and they're everywhere. Take this game, for example. A tiny, smiling Super Deformed ninja rushes around in a cute way, trying to save his sweet girlfriend. Not the sort of thing ninjas generally got up to.

Right. The game, then. Well it's a platform job with lots of small, easily killable baddies, plenty of running and jumping and a crowd of bosses at the end of each level. As you progress, you collect extra weapons, but things get a tad trickier. It's like a million other games.

In fact it is very much like a million other games. Perhaps even better than most. *Super Ninja Kun* doesn't have anything special in it at all, but it does all the usual stuff well.

There isn't much else to say. This is an above-average platform game with some quirky Japanese elements (the little ninja swells to giant size in *Super PC Kid* style, for example). And there's a two-player mode, which is worth five or ten per cent on the overall score, surely.

Yeah, and it's a big game as well. By big, I mean that there are many levels. The actual levels are rather short and you are faced with the choice of either flying through them in the quickest way possible (there's no time limit, though) or exploring, collecting and running a vastly increased chance of being killed. Luckily, when you die, you're regenerated when you were killed, so there aren't any gripes to be had about restart points or anything.

You'd have to be a major platform fan to want this. And if you were a major platform fan, you'd probably find it too easy. It's a Catch-22 situation. Sorry.

● James Leach

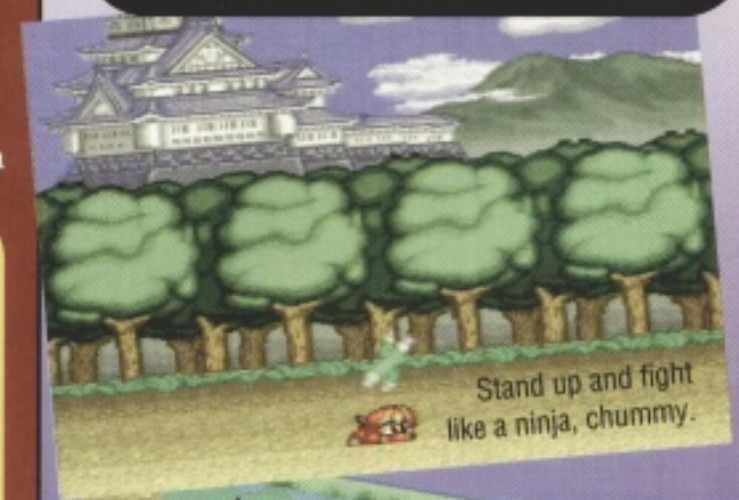
GRAPHICS	SOUND	GAMEPLAY
73%	58%	71%
GAMELIFE	OVERALL SCORE:	68%
65%		

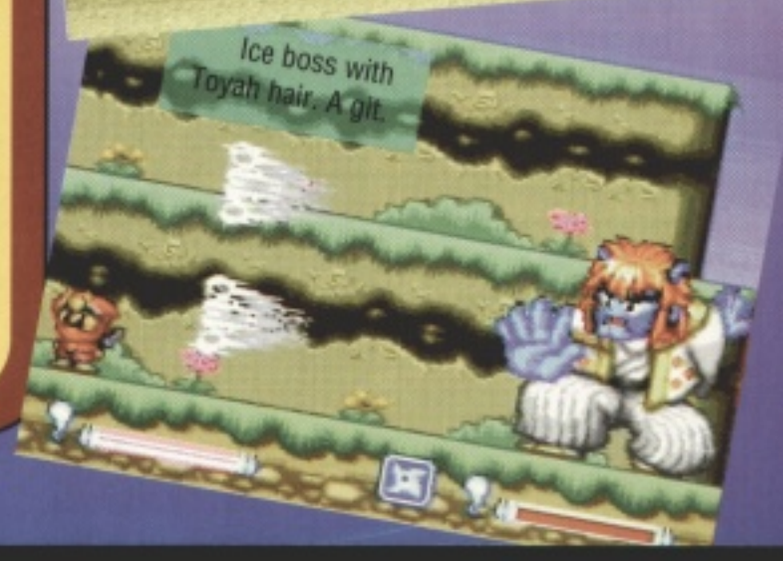
VERDICT: If platform games were cars, this one would have electric windows and a sun-roof. But it would be the same colour as all the rest, and would still be looked on with scorn by the Honda Fireblades which represent decent, imaginative games. It's a crap metaphor but you see what I mean.

STEAL THE SOULS OF THE DEAD

You, being a ninja, have the power to use various special weapons and effects. But before you can use them, you must collect power from the bodies of the baddies you've offed.

When you shuriken something, a little tadpole-like spirit rise from the body and you must grab it. This energy builds up on a bar at the bottom of the screen. Hitting the A button releases whichever attack or effect you've lined up. The default effect is give yourself a twin, who mimics your every move but can't be harmed. This is dead useful for attacking bosses because it doubles your fire-power.





BRAIN LORD

We accidentally got a Mr Brian Lord of Eastwick in for review. He sat in our SNES for six days, chewing its joypads and reading Proust, until a formal introduction revealed our error.

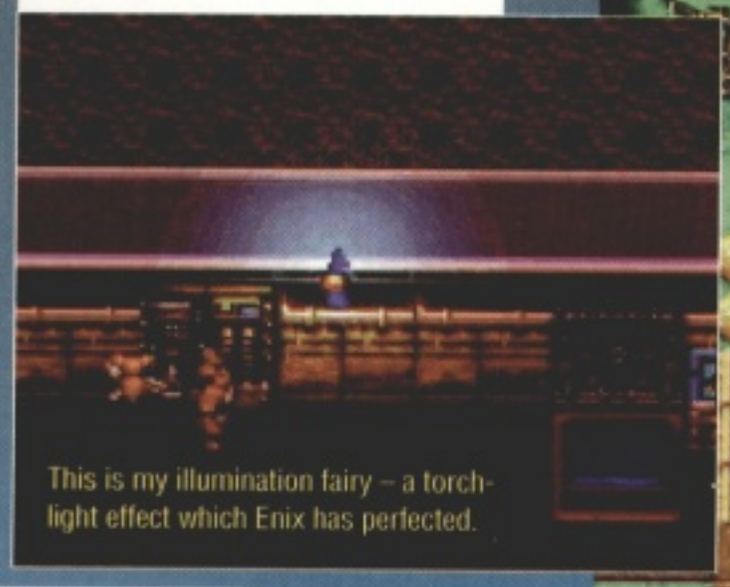
US Release

Game: Brain Lord
Publisher: Enix
Developer: Opus
Price: £54.99
Release: Out now
Players: 1
Cart ROM: 12 Mbits + BB
Adaptor: NTSC only
Game supplied by:
Zap Computers (0532) 590077

A higher overhead view than most RPGs marks *Brain Lord's* similarity to Seventh Saga.

LITTLE HELPERS

These are what the game calls Fairies, but when you see the ugly little beggars you'll realised that's not quite right. You keep them in Jade stones until you need their powers, at which point they orbit you like the souls in *Soulblazer*. You can have two on the go at once, if you see what I mean.



This is my illumination fairy – a torch-light effect which Enix has perfected.

Above: you can call up your items any time.

Left: another puzzle, this time involving moving tiles.

The Scorpions will poison you with their insipid Euro-metal.

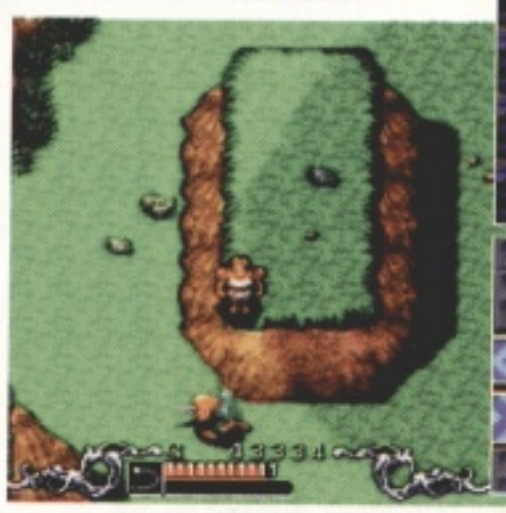
A vague semblance to the *Dragon Quest* blue blob, no?

Robots? Conveyor belts?

HORDES OF THE THINGS

Monsters regenerate pretty quickly if you wander back and forth, and no sooner had I bought the boomerang than I discovered a nice little earner – a money loop, no less – just north of Arcs village, where I could hammer one particular regenerating orc again and again for pots of cash.

Walk up and down here to shoot the orc over and over.

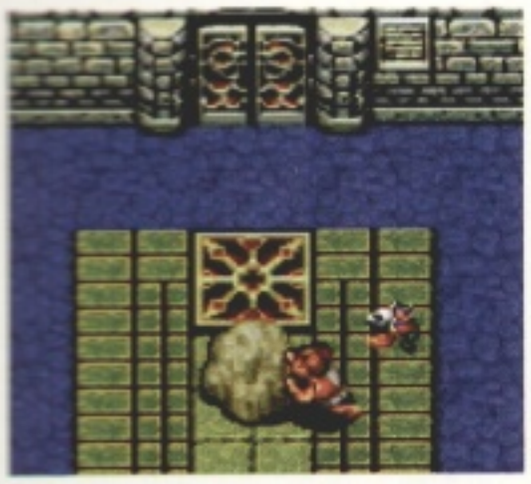


GOOD, BAD OR UGLY?

Well, what do you know? Leach and Mott have elected me Mr Magic Pointy Hat yet again. This means I must review everything with the merest hint of swords, spells and dragons in castles.

First impressions of *Brain Lord* were disappointing. It felt like a poor version of *Alcahest*, with pasty *Seventh Saga*-style graphics and a feeble attempt at logic puzzles. Worse, it was still using that awful telex-style dialogue from *Soulblazer* wherein every time you talk to someone, their words are noisily printed out letter by letter until the pipipipipipipipeeeeeeeeep drives you completely mad.

Still, I kept my hopes up and ploughed on. I was rewarded for my perseverance with an action adventure that, whilst not outstanding,



Left: here's the first puzzle: to hold the door open you must push a rock onto the switch. Tricky, huh?

Below: Okay, so it does get harder. keep three switches open with two rocks and three rolling spheres.

THAUMATURGY

Some spells can be bought, some are found: I noticed there's a little bit of slowdown when you've got two fairies and three magic missiles going, unfortunately. Charge up your weapon to unleash a spell.

A Slow Spell causes your enemy to stick in the mud.

WEAPONS

Aha, this is more like it – axes, bows, swords, cutters and flails. You can also equip a shield, which will deflect attacks back at the enemy but deteriorate in the process (rather like the old *Runequest* rules).

Morning Star? Spiky yo-yo, more like.

Use the axe to remove obstacles in your path.

Blacksmith, me? No, I'm just naturally swarthy.

Sigh, I wish I was in a Square game.

When you find the axe you'll discover you can trash all the jars, barrels, tables and chairs in the village. Which we did right after piecing together this peaceful scene.

did take me back to the early days of hacking away on *Soublazer*. It's true that *Brain Lord* looks like it could have been written two or three years ago, and because you don't need to return to any of the previous dungeons it's not actually any bigger than Soulblazer either (being even quicker to finish, if I recall correctly).

As any role-playing Dungeon Master will tell you, all fantasy dungeons have swift but invisible caretakers whose job it is to follow after adventurers, clearing up dead monsters and resetting traps. So it is with *Brain Lord*. The logic problems are quite fun without being too taxing, and as you can keep trying things until you get it right then it's impossible to get stuck for too long. Puzzles involving rocks, balls and switches are very much the order of the day, but don't expect the complexity of *Zelda* or *Monster Max*. The emphasis is most definitely on arcade action, and these diversions never interfere with the slashing, jumping, shooting and parrying that lies at the heart of the game.

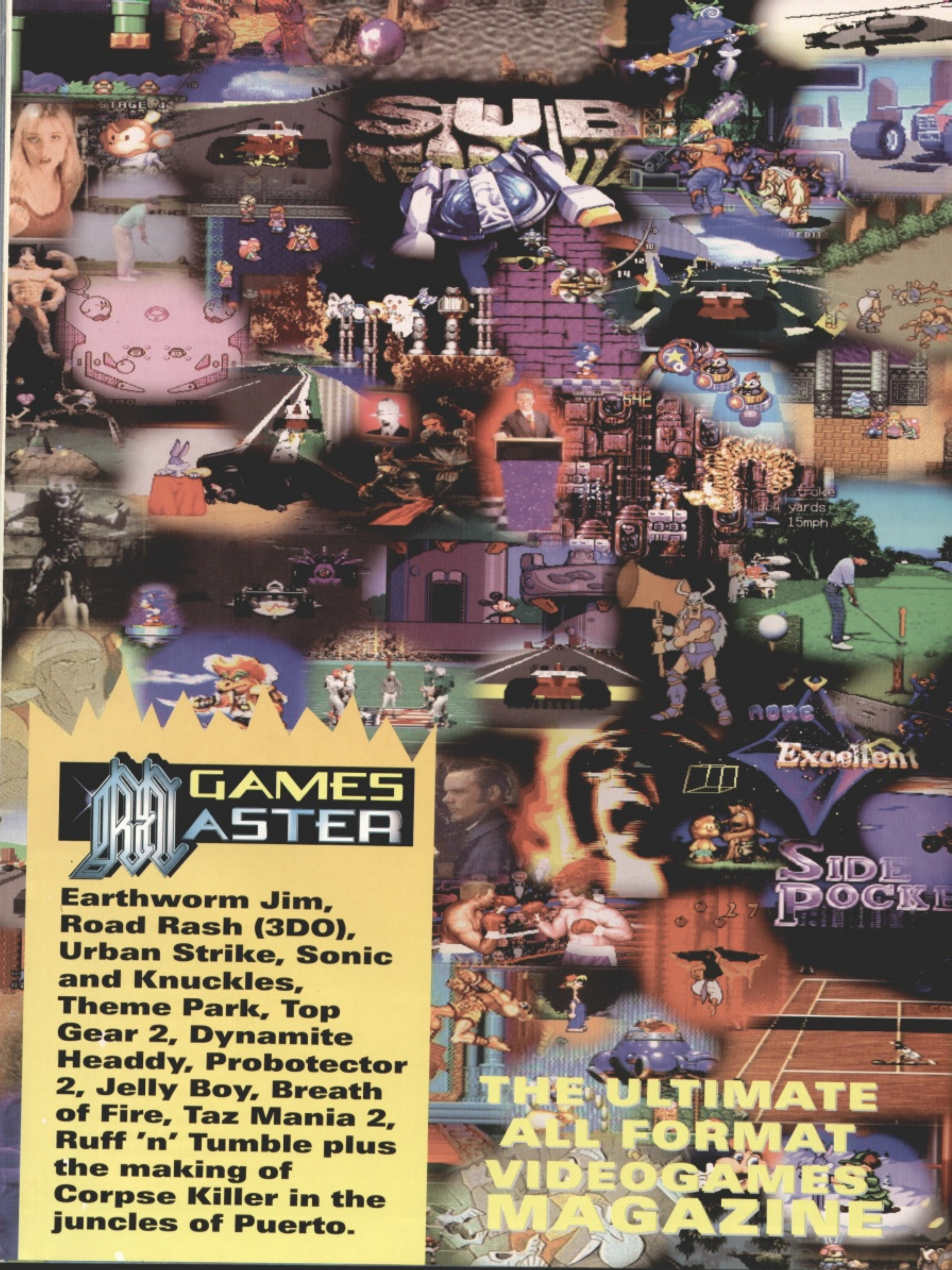
I call *Brain Lord* an action adventure because the hard stats aspect of role-playing rarely enters into it. You'll find no experience levels, no magic points, no party management and little plot as such. Assistance is sometimes provided by amicable wandering adventurers who can offer advice or a useful item, but for the most part you're on your own.

The game's translation into English is a little dodgy in places – *Zelda* fans are in for a surprise when they first release a guardian 'fairy' from a jade – but it's hard to criticise it because the unintentional humour this occasionally introduces is actually No Bad Thing (particularly when you're stocking up on battle magic for your third attempt at hammering a dungeon boss). This style of role playing games will probably never hold the attention of the strategic, thoughtful *Dungeon Master* fan, but most SNES owners should find *Brain Lord* a leisurely alternative to the foetid cauldronful of platformers coming their way this Christmas. Smart.

● Zy Nicholson

GRAPHICS	SOUND	GAMEPLAY
74%	70%	85%
GAMELIFE	OVERALL SCORE:	81%
72%		

VERDICT: Not what you'd call the future of roleplaying games, but fans of *Soulblazer* won't be disappointed by this action-heavy scabbard wobbler from the Enix stable.



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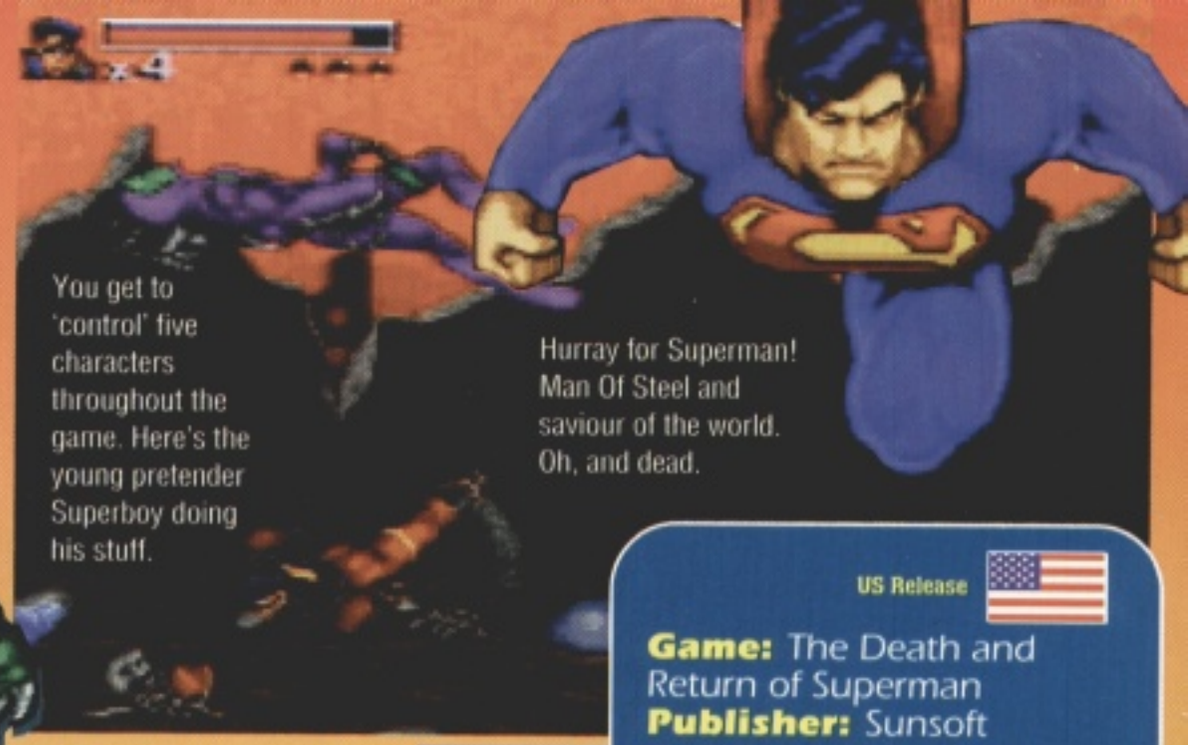
THE DEATH AND RETURN OF SUPERMAN

His demise may have been untimely, but we're forced to ask: was it worth returning, Superman?



You get to 'control' five characters throughout the game. Here's the young pretender Superboy doing his stuff.

Hurray for Superman! Man Of Steel and saviour of the world. Oh, and dead.

The rough-looking guy on the left is Doomsday, Superman's nemesis.

I'll resist the temptation...

'Okay wall, any more trouble from you and you're really for it!'

US Release

Game: The Death and Return of Superman
Publisher: Sunsoft
Developer: Blizzard
Price: £54.99
Release: Out now
Players: 1
Cart ROM: 16MBit
Adaptor: Any

GOOD, BAD OR UGLY?

Somebody's going to release a virtual scrolly-beat-'em-up-player-bloke-thing someday soon. You know, like those virtual golf clubs and bikes and stuff. You could just plug it into your SNES and sit back and let it handle all the usual tedium you normally have to endure yourself. I know I'd buy such a device – it would certainly make my job a heck of a lot easier. I already know how all scrolling-beat-'em-ups play and all I'd need to do would be to sit back in my chair with my feet up, a mug of coffee in hand, watching all the graphics go by and listening to the soundtrack, taking notes – absolute heaven.

Until my dream becomes reality, though, I've got to actually play *TDAROS* (I use the term 'playing' in its loosest possible sense). And I loathe doing it. When I play games, I want to be in complete control of what's happening to my character on-screen. I don't want to enter into a fight and have my progress seemingly dictated at random. On too many occasions in *TDAROS* I found myself taking a kicking of Agincourt proportions with absolutely no chance of avoiding it. Above and beyond the normal fighting guff there's a scrolling shooty bit but, as I hope you'd expect, it don't get no better.

And there are other things which annoyed my eyebrows off. Forgive me for looking at a video-game in such a serious light but if Superman can fly, and his overall mission in the first few stages is to get to Doomsday (the bad dude who's causing the trouble in Metropolis), then why doesn't he just fly straight to him? No, being the ultra-intelligent super-being from Krypton that he is, he decides that it would be a better idea to walk there through level-upon-level of alien and punk-infested street scenes. IT DEFIES LOGIC. And how about his eye lasers? What's the point of having a special power like that if it's even less effective than a standard punch? THERE ISN'T ONE.

The backdrops are duller than a wet weekend stuck in a caravan with Morrisey, the soundtrack (of which, rather amusingly, there's a special mention to the driver in the credits) is utterly banal, and there's about as much reward to be found in here as you'd get for bringing in the sort of criminal the Milky Bar Kid rounds up.

Mr Dustman! You forgot this when you collected from us this morning. Take it away – it makes me very unhappy.

● Tony Mott

GRAPHICS	SOUND	GAMEPLAY
61%	51%	27%
GAMELIFE	**OVERALL SCORE:**	
39%		29%

VERDICT: What a pile of rubbish.

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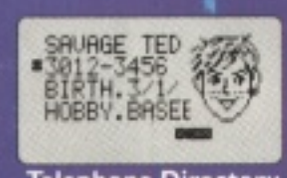

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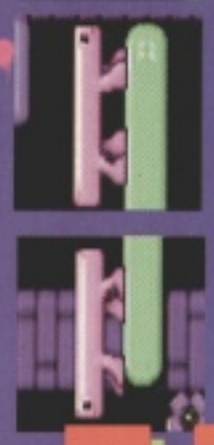
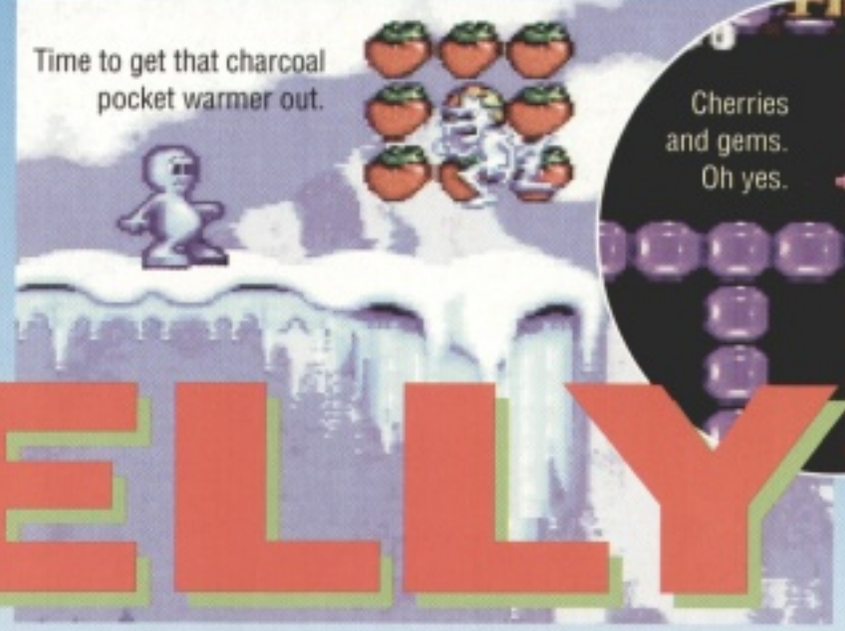
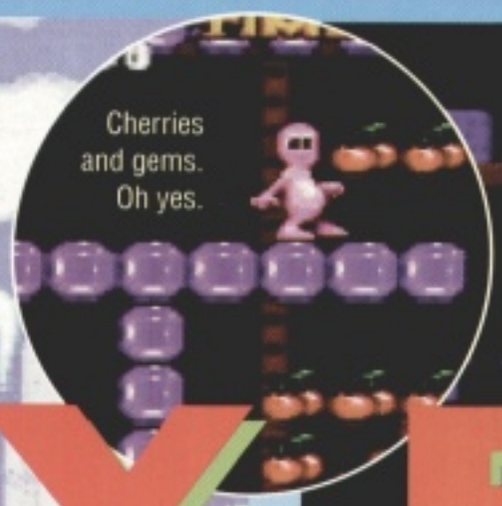




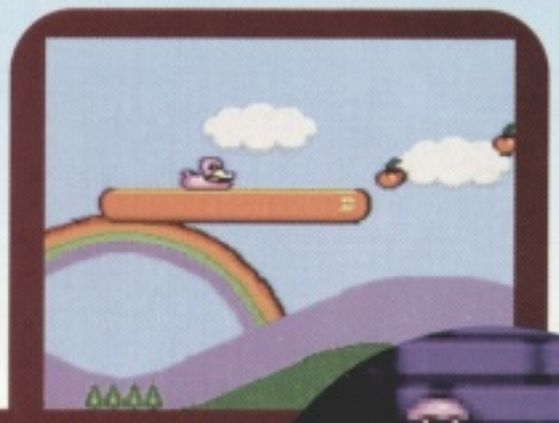


JELLY BOY

A total of 27 shapes are available and here's a selection; their uses (or lack of in the brick's case) should be fairly obvious.

BEND ME, SHAPE ME

According to Ocean, *Jelly Boy* features 'the world's first soft super-hero'. They obviously haven't seen *Super Putty, Claymates*...



Laugh? Er, no actually. *Jelly Boy's* graced with a number of visual 'gags'. Press the duck button and Jelly Boy will – literally. And look out for his presumably Groucho Marx-inspired behaviour which sometimes pops up. Oh, hold my sides.

OTHER TOP MORPHABLE THINGS

1. Plasticine
2. Play doh
3. Mighty Morphing Power Rangers
4. Morphy Richards
5. (*I think that's probably enough morphing things for now – Ed*)

UK Release

Game: Jelly Boy
Publisher: Ocean
Developer: Probe
Price: £44.99
Release: Out now
Players: 1 to 2
Cart ROM: 8 Mbit
Adaptor: Any

GOOD, BAD OR UGLY?

You know when it gets to those gory bits in horror films, when the bad guy is about to unseam his victim with a rusty can opener or similar? And you cover your eyes with your fingers, leaving just a small slot between them with which to view the action, feeling somehow insulated? Well, that's the kind of reaction I had when I first played *Jelly Boy*. It's not a slasher platform nastie or anything, quite the opposite in fact: everything is bouncier, cuddlier and more jolly than that commercial starring the unashamedly bizarre Mr Soft. I think it was a denial thing; I didn't want to believe that the first 'world' was based around a toy theme. Think how many times you've played platform games with environments made up of children's building blocks and nasties appearing as little toy soldiers. It's all getting a bit tedious. It doesn't get much better later on either, with an underwater level and (sigh) an icy snowy world. So points deducted for lack of originality because that's something we need badly on the SNES right now.

Now, take the graphics. Please. (*Have you ever been sacked? – Ed*). No wait, just look at them. Urgh! The SNES can do so much better than this that it almost makes me want to cry. Why does everything look so flat? Okay, granted it's a cartoon-style game but so was *Tiny Toon Adventures* and that knocks this game out of the park. Part of the problem, I'm sure, is that the game was written in tandem with the Mega Drive version and it was easier to make them the same rather than enhancing the SNES version. Well that's just not on.

It's a tough game, but not always for the right reasons. Many obstacles appear in lethal positions off-screen and you have to use the game's look-around feature (you know, press down on the pad and the screen scrolls down) in order to progress harm-free. It makes for an uncomfortable stop-start experience and it doesn't have the proper flow that all good platform games have. The game's selling point – *Jelly's* ability to change shape – isn't nearly as exciting as you may be expecting either. It merely boils down to reaching an impassible section, looking for the question mark block, cracking it open to reveal an icon then moving on in your new form. Of course the interest is raised when you come across a new type of morph but I'd rather have had my thrills from other, more genuinely exciting elements.

There's plenty to do in *Jelly Boy* with 50-odd levels and that, coupled with its difficulty factor, means that it has the potential to last for ages. That is, of course, if you can bear the uninspiring gameplay which annoys with unacceptable regularity and never really gets the juices flowing. I couldn't.

● **Tony Mott**

GRAPHICS	SOUND	GAMEPLAY
59%	79%	64%
GAMELIFE	OVERALL SCORE:	61%
86%		

VERDICT: Inspired, beautiful and exciting. All words which are as applicable to *Jelly Boy* as dainty is to Cyril Smith's Y-fronts. Look elsewhere for a good solid platformer.

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AND WILD

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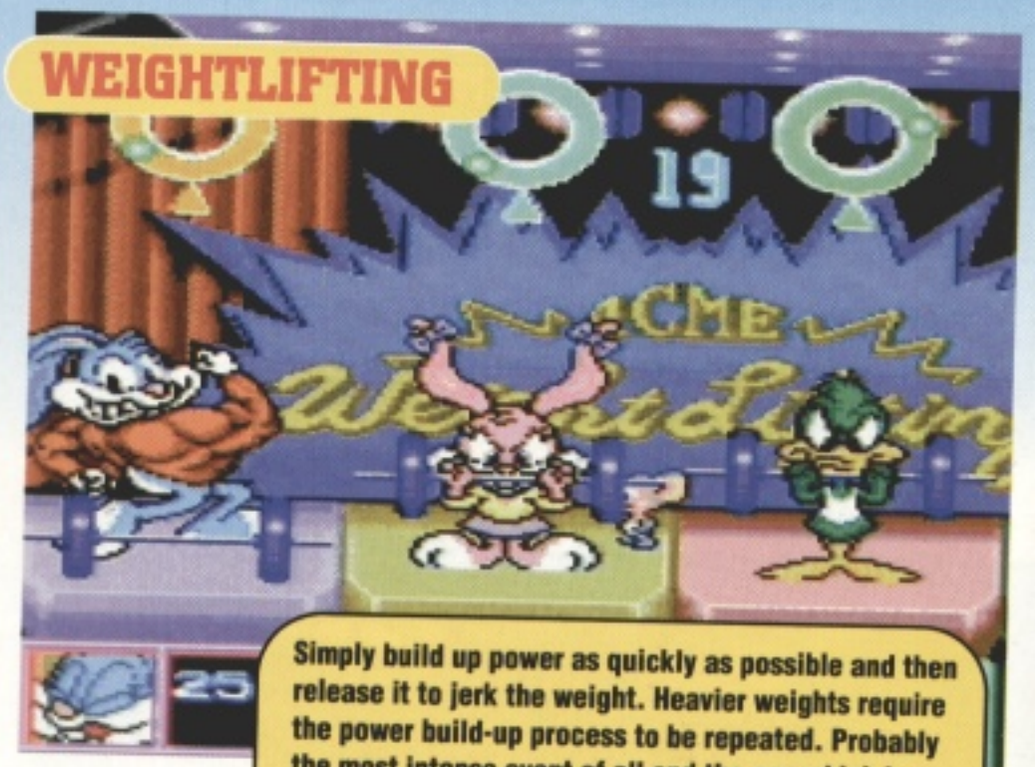
UK Release

Game: Tiny Toon Adventures: Wild and Wacky Sports
Publisher: Konami
Developer: In-house
Price: £49.99
Release: Out now
Players: 1 to 4 simultaneously
Cart ROM: 8 Mbit
Adaptor: PAL only

ICE-CREAM THROW

This is the nearest you'll get to Hyper Sports' skeet shoot event. It doesn't quite work in the same fashion though; the targets appear at random rather than following a set sequence. A great laugh with four players as you fight to get to the targets first.

WEIGHTLIFTING



Simply build up power as quickly as possible and then release it to jerk the weight. Heavier weights require the power build-up process to be repeated. Probably the most intense event of all and the one which has left us nursing sore forearms.

THE CHICKEN DASH

One of the trickiest events, this, the objective being to pull back the catapult (by building up the power meter), and then letting go to send yourself hurtling towards the cliff edge. Then it's just a matter of braking to stop as close to the edge as possible.

Bash those buttons to str-e-tch...

...then let go and chafe those heels.

LOG CUTTING

Just another all-out-bash-until-your-fingers-bleed-then-release-the-power, really.

GOOD, BAD OR UGLY?

I still find it difficult to believe that the sports game phenomenon died almost overnight. It was huuuge and everyone I knew liked a dabble, whether it was the all-out wagglemaniacal batterings endured in Konami's original *Track and Field* titles or the more refined and skilful controls required in Epyx's classic Games series. But unlike shoot-'em-ups or platformers, the sports game isn't really being produced any more. Until now, that is.

With such a golden heritage, *TTAWWS* had its work cut out before I even switched it on: my hopes were high, but I had reservations. The problem as I see it is that as soon as you break away from traditional sporting events – which Konami obviously have by making this a self-confessedly 'wacky' game – you move into unknown, untested territory. It's potentially exciting, but the new events must be at least up to the standards of their forebears. Now, I'll

SAUCER THROW

A directional marker is introduced for this variation on the discus throw. Wind your character's spin up to maximum (whereby they're represented by a whirling mass), then it's just a case of timing the direction and elevation of your throw.

This is the event which will remind you of *Track and Field* the most. And thus, it's one of the best.

Plucky Duck demonstrates one of the game's many 'crazy' bonuses.

Now, a bungee line made out of yellow balls can't be very safe at all...

BUNGEE JUMPING

The most singularly odd event in the game, this will should remind you of the highdiving bonus section in *Pilotwings*. Except that, of course, you don't just go down but back up again as well – that's the quality of elastic for you. When on the ground you're given a limited amount of time to collect points and bonuses.

OBSTACLE COURSE

The obstacle course is a vertically-scrolling event where success depends on your ability to collect the icons before your opponents. Potholes, tree-stumps and other hazards must be avoided otherwise it's points-docking time.

FREESTYLE SKIING

Very much like the obstacle course this, except the play area scrolls downwards and opponents can be knocked over by landing on them. It's still just a matter of picking up the goodies as soon as possible. Oh, and avoid the crevasses.

Yes, the skis do actually leave little trails in the snow. Now *that's* detail.

BIRDMAN CONTEST

Represented in a 3D behind-the-player view, this event, again, requires the player to collect objects in order to amass the qualifying amount. There's also a bonus chance at the end of the round where you divebomb Montana Max's mansions.

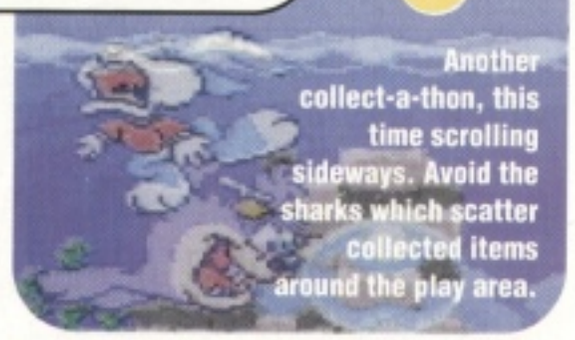
HAMMER BASH

Bash, release, then keep bashing to push your rocket as high into the atmosphere as possible. Weirdly, you can steer your projectile in the air to jostle your opponents' into passing obstacles, for example.

POLE-VAULT

Build speed in a swift button-bashing frenzy, then plant your pole in the targetted area to send yourself skywards to collect as many stars as possible before returns earthwards to (hopefully) find the mat.

SWIMMING



Another collect-a-thon, this time scrolling sideways. Avoid the sharks which scatter collected items around the play area.

concede that it must have taken hours upon hours of design meetings to think these events up, but none of them actually require the amount of skill which the aforementioned benchmark titles' events did. Honing skills to master events like the high jump in *T&F*, or even the horse vault in *Hyper Sports*, for example, imparted the same sort of satisfaction you get in, say, *SFII* today. Unfortunately, the only event to really touch the later *T&F* activities in complexity and reward is the saucer throw, and even then I felt that there wasn't enough latitude in gameplay. What about events with proper marking systems for example? Events like the cliff diving in *World Games* where there always seemed to be a pseudo-human factor in the judge's interpretation of your performance? The many and varied bonuses in *TTAWWS* are great but the scoring system is generally too straightforward, often depending on a simple collection of icons in events like the swimming section. Actually, the swimming event is probably a very good indicator in outlining the game's shortcomings. It, and others, are too freeform for their own good – almost like bonus levels from a platform game – and they don't demand the skill and timing so necessary in the best examples of the genre. With a 'tap and four players you tend not to notice the game's shortcomings as much – the pure competitive aspect takes over – but at heart, the game just isn't as strong as you'd quite rightly expect it to be.

Gameplay grumbles aside, Konami have again brought the *Tiny Toons* crew to the SNES with admirable clarity. Every event features a sparkling rendition of Buster and co, and the Hamton-hosted presentation ensures that the flavour of the series remains captured all the way through the game. I can't really fault it technically either; again, Konami more than prove their worth in these terms.

Sport games are multiplayer experiences, and none more so than this. In fact, I'd go as far as to say that with four players you'll get 100% out of the game's potential to entertain, but with three only 75%, and so on. It means, of course, that if you're only ever going to play this on your own it doesn't represent a particularly good buy (unless you're an absolute sports game freak and longing for a hit SNES-style, of course).

● Tony Mott

GRAPHICS	SOUND	GAMEPLAY
88%	85%	74%
GAMELIFE	OVERALL SCORE:	
75%		78%

VERDICT: With more challenging and complex events this could have been fantastic. As it is, it only really comes into its own with lots of players taking part, then it starts to become a lot more fun.

TOTAL!

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Which is probably why the next issue of TOTAL! features exclusive reviews of the tantalisingly tiny Lemmings 2 and Micro Machines.

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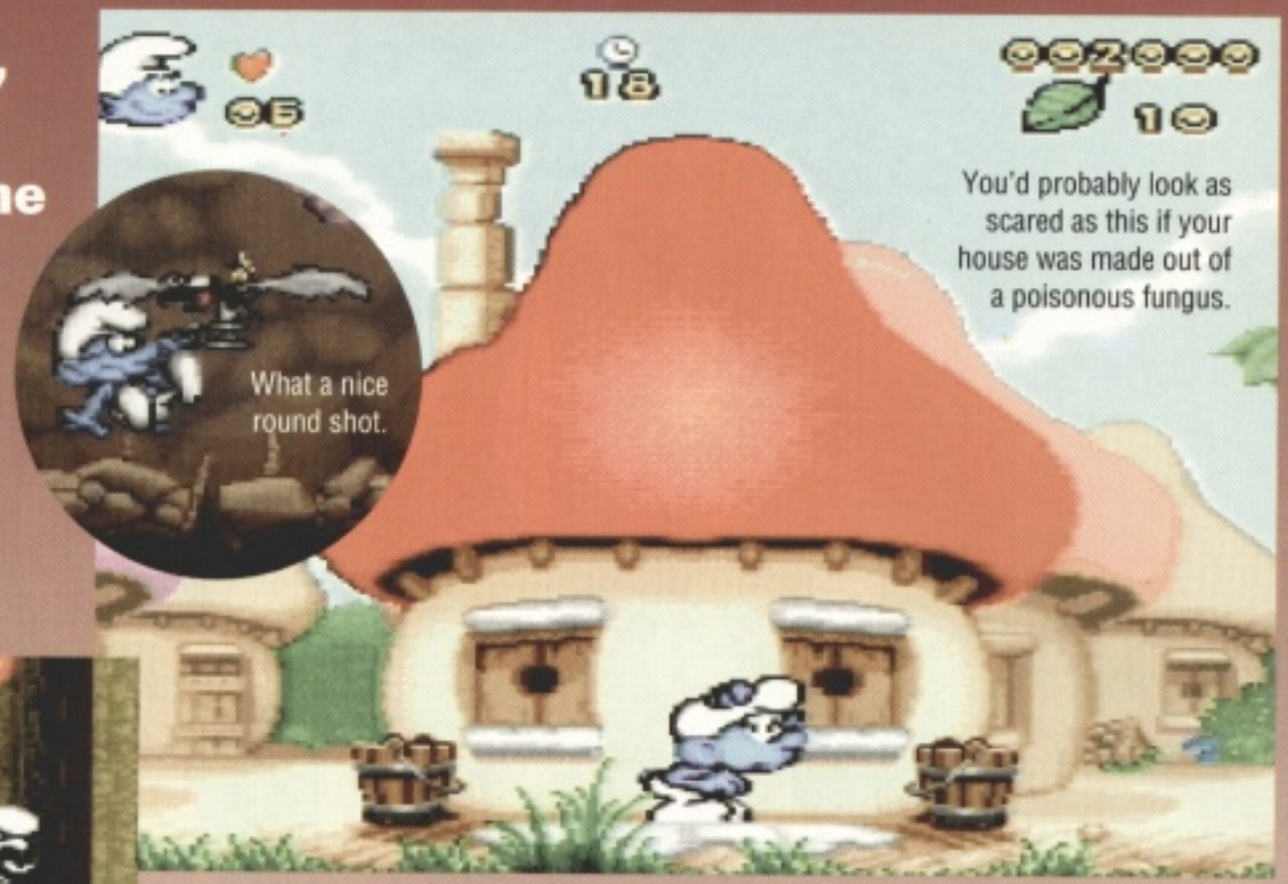
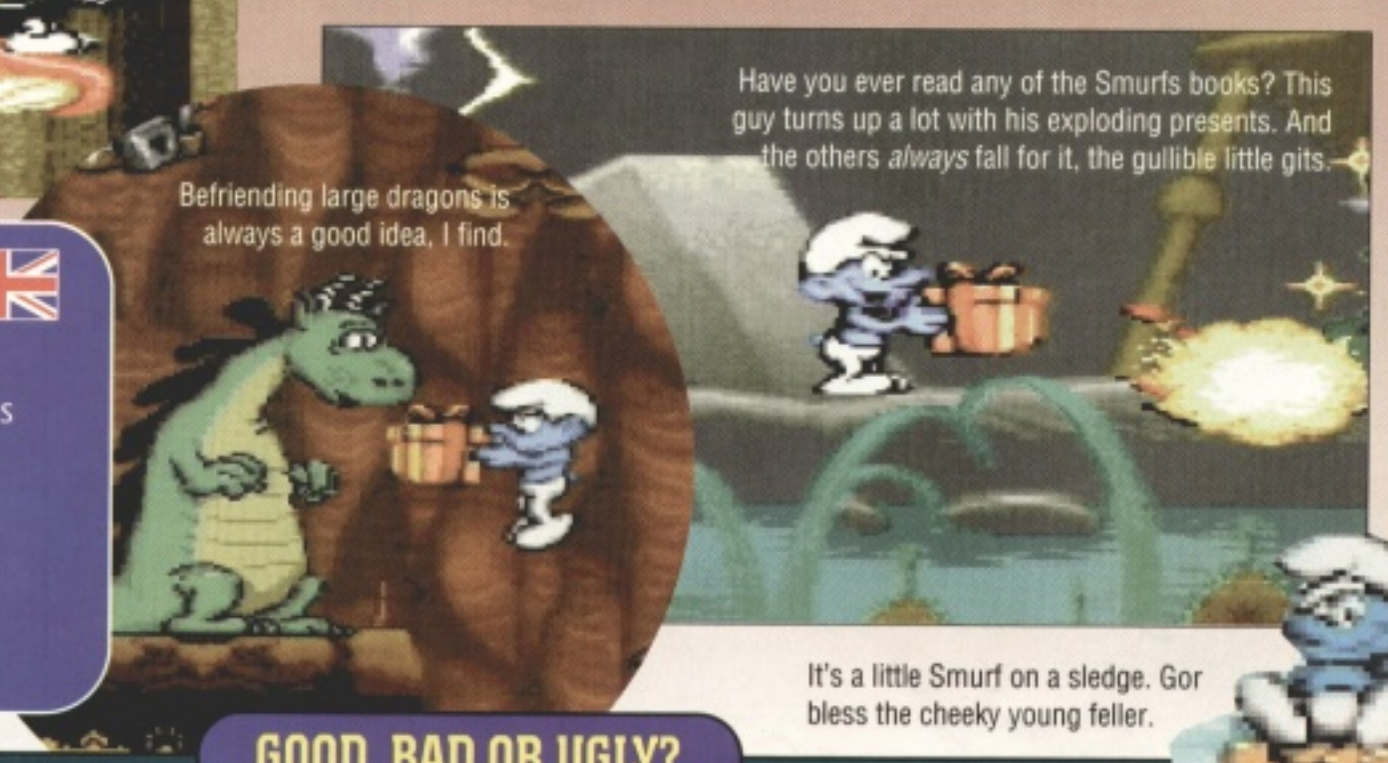
THE SMURFS

This is, we promise, the absolutely last platform game of the issue. In fact, it's the last game full stop. And much to our surprise, it's turned out to be a bit of a goodie...




Befriending large dragons is always a good idea, I find.
Have you ever read any of the Smurfs books? This guy turns up a lot with his exploding presents. And the others *always* fall for it, the gullible little gits.
It's a little Smurf on a sledge. Gor bless the cheeky young feller.

UK Release

Game: The Smurfs
Publisher: Infrogrames
Developer: In-house
Price: £49.99
Release: Out now
Players: 1
Cart ROM: 8 Mbit
Adaptor: PAL only

GOOD, BAD OR UGLY?

In my book, there are easily defined areas where a platform game needs to score points in order to succeed. So let's put *The Smurfs* to the test according to my highly advanced (*surely that's 'hastily cobbled together' – Ed*) checklist:

▪ Graphics: An obvious category but also a vital component to a platform game nowadays purely to lift it from the crowd. And I wasn't thoroughly happy with the game's appearance. The Smurf sprites themselves are a touch sketchy whereas the backdrops frequently dazzle with their richness of colour and depth. Maybe the sprites were actually digitised from sketches and then coloured on-screen. However they were generated they certainly sit rather uncomfortably with the rest of the game.

▪ Sound: Platforms equal jolly soundtracks almost by default and *The Smurfs* is really no exception. Acceptable if predictable ditties and effects are the order of the day.

▪ Fun: Is it rewarding to play? Do you find yourself celebrating when you overcome a particularly tricky section? Yes. And the game is structured so that the desire to see the next level is always strong.

▪ Secret bits: Absolutely essential, these. The satisfaction in finding bonus rooms and things is one of the reasons why the *Mario* series was so groundbreaking and consequently successful. Fortunately *The Smurfs* includes a fair whack of them.

▪ New gameplay elements: Running and jumping around platforms is fine but it needs to be broken up by something out of the ordinary. Examples in this game include a manic minecart ride and a superb Mode 7 sledging level. And throughout the game you take control of different Smurfs so that also adds a slice of variety. These things do what they set out to do, and that's to provide refreshing diversions.

▪ Difficulty: Er, is it too difficult? No, but it *can* be bloody hard work. I've always felt confident with platformers but this reduced me to a desk-kicking, hair-pulling, abuse-slinging mass of frustration at times. Having said that, though, I always came back to try to beat it because it never actually felt un-beatable.

▪ Irritability: As a close relative of Difficulty, this represents things like collision detection and restart points. *The Smurfs* doesn't actually have any restart points to each level which can be frustrating but the player/nastie relationship is fine.

So *The Smurfs* just about hits the mark in every category. And that must mean a high mark yes? Well, er, yes. But there's still something holding me back and I can't quite put my finger on what it is. Despite the fact that everything that should be in here is, I didn't actually get as excited about it as I might have. Perhaps it just doesn't do *quite* enough to distinguish itself and lift it from the crowd. It does give it a flaming good shot though.

● Tony Mott

GRAPHICS	SOUND	GAMEPLAY
80%	58%	81%
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NEKO'S GONE!

We're serious. There's no sign of Neko. He's just upped and vanished in the night. And he isn't coming back. And we're not joking.

Every day Neko has to get up early in the morning to make the *Super Play* team breakfast in bed, iron our clothes, run our baths and, if we're feeling especially lazy, brushing our teeth for us. If he forgets to do any of these things, we punish him severely, of course.

But this morning was different. There was no sign of him. Instead of scuttling around being taunted, jibed and sneered at by us, the little cat was gone. There was absolutely no sign of him.

Arming ourselves with sticks, broken bottles and pliers we went looking for him. Such dereliction of duty can't go unpunished. Twenty minutes later we were all in a foul temper and there was still no Neko. It slowly began to dawn on us that he might not be playing a joke on us, but there was a chance that he actually had done a runner. Then we found the note. Forensic analysis has determined that it is certainly written by a tiger, and there's only one tiger with a possible gripe against *Super Play*. Read it for yourself and see what you think; we don't reckon he's mucking around this time. In fact, you probably won't ever see him again unless you subscribe.

It's true. Neko has had enough. After this issue he's off and you'll never see him again. Unless you subscribe. You see, he's gone off to appear exclusively in the editor's newsletter which only those lucky enough to own a subscription receive every month.

So if you want to keep up with the adventures of the plucky little tiger as he finds freedom and happiness away from the mean *Super Play* team, you'll just have to subscribe.

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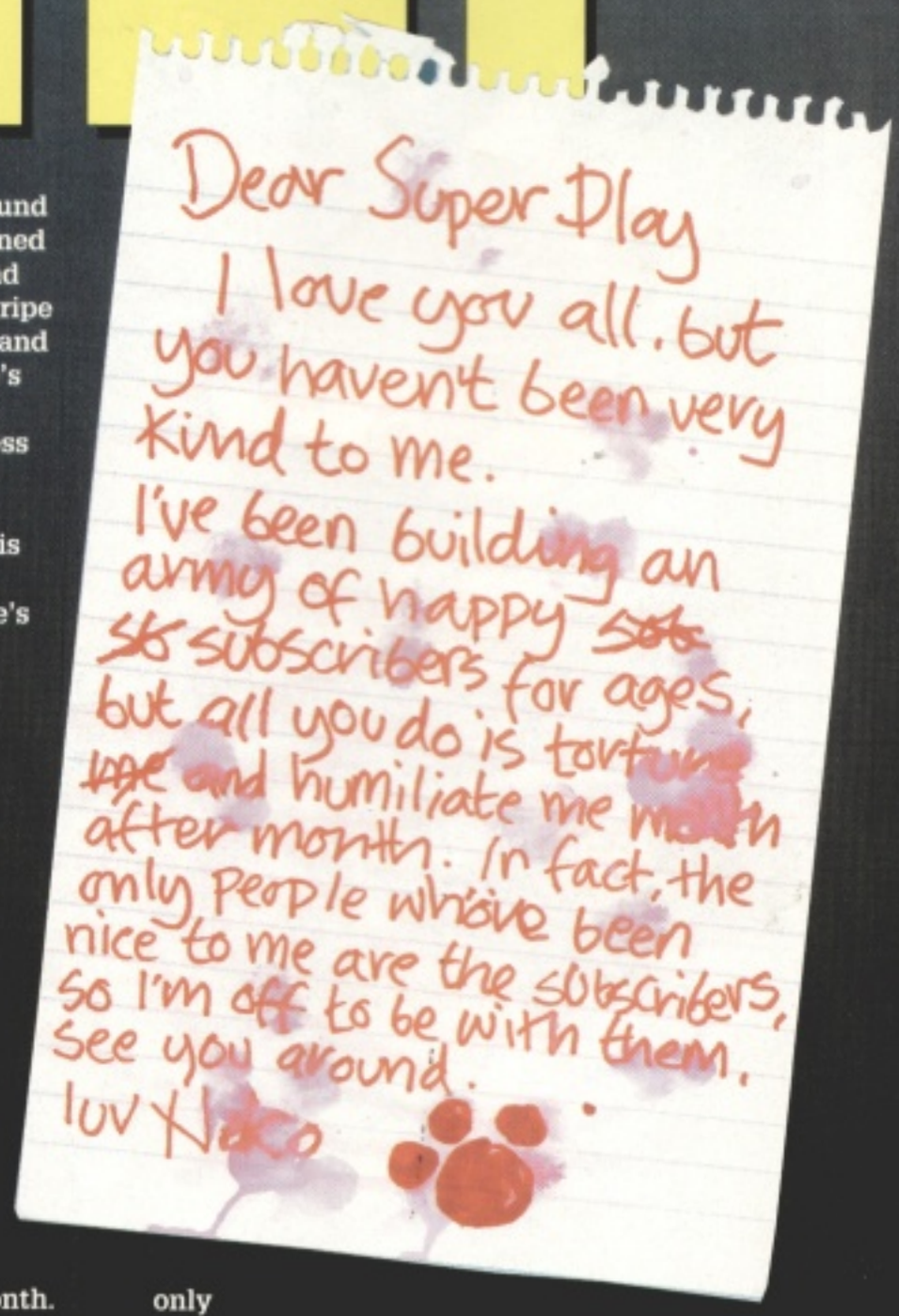
Dear Super Play
I love you all. but you haven't been very kind to me.
I've been building an army of happy subscribers for ages, but all you do is torture and humiliate me month after month. In fact, the only people who've been nice to me are the subscribers, so I'm off to be with them. See you around.
luv Neko

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- ✔ All of our subscribers are very happy people indeed. And some have attained higher states of consciousness. No word of a lie.

ANIME COMPET

What a response! It seems that anime, manga and Wil's drawing guide have inspired a new generation of artists.

We've had a much larger response to the drawing competition than we ever would have guessed, and every entry has been surprisingly good (apart from a few, which were rubbish). Picking the best hasn't been easy, but after much brow-furrowing from Wil and Ollie, the most lovely ones are featured below.

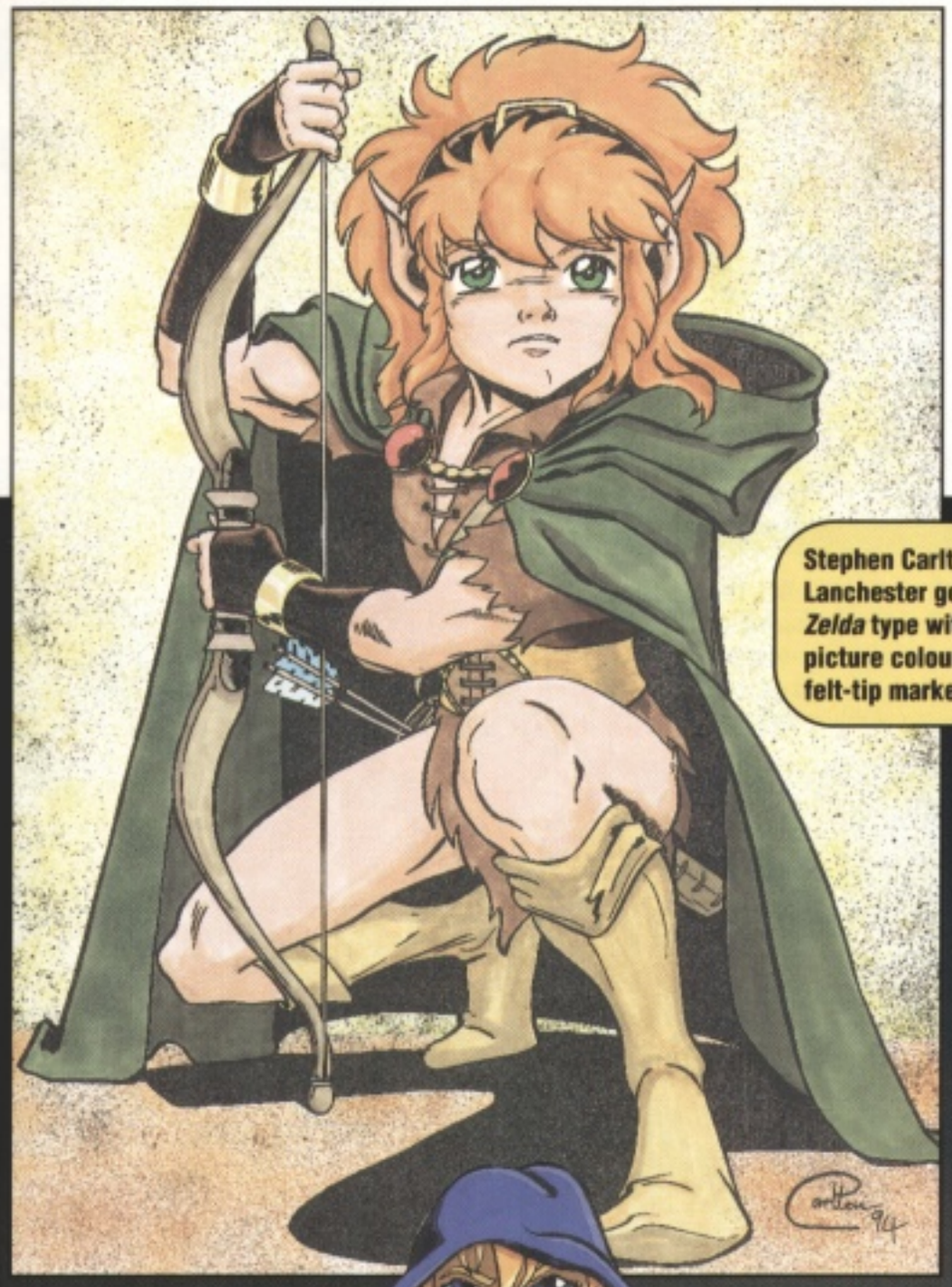
Such has been the response, in fact, that we're planning to do more 'How to draw Anime' guides in the future. There's still a lot of expertise Wil can pass on, and judging by the requests we've had, you've absorbed everything in the first guide and are hungry for more. So watch this space and get those acetates ready...

Above: Mike from Holland provided this partner for our heroine. We liked the way he'd made his style of face and costume match hers without totally copying it.

Above: Steve Rushbrook from Essex wins the grand prize with his mystical warrior. With a good solid drawing as a base, Steve's done not only a nice character but a picture that works well on its own.

The amount of work that went into Ceri Pashley's character was amazing. Not only did he send us all his roughs but he also did paint tests on acetate as well.

T ITON WINNERS



Stephen Carlton from Lanchester goes for the *Zelda* type with this picture coloured using felt-tip markers.

Jose Ma Artundo from Bilba in Spain also adapted our girls costume well and turned in a fine painted cel as well.

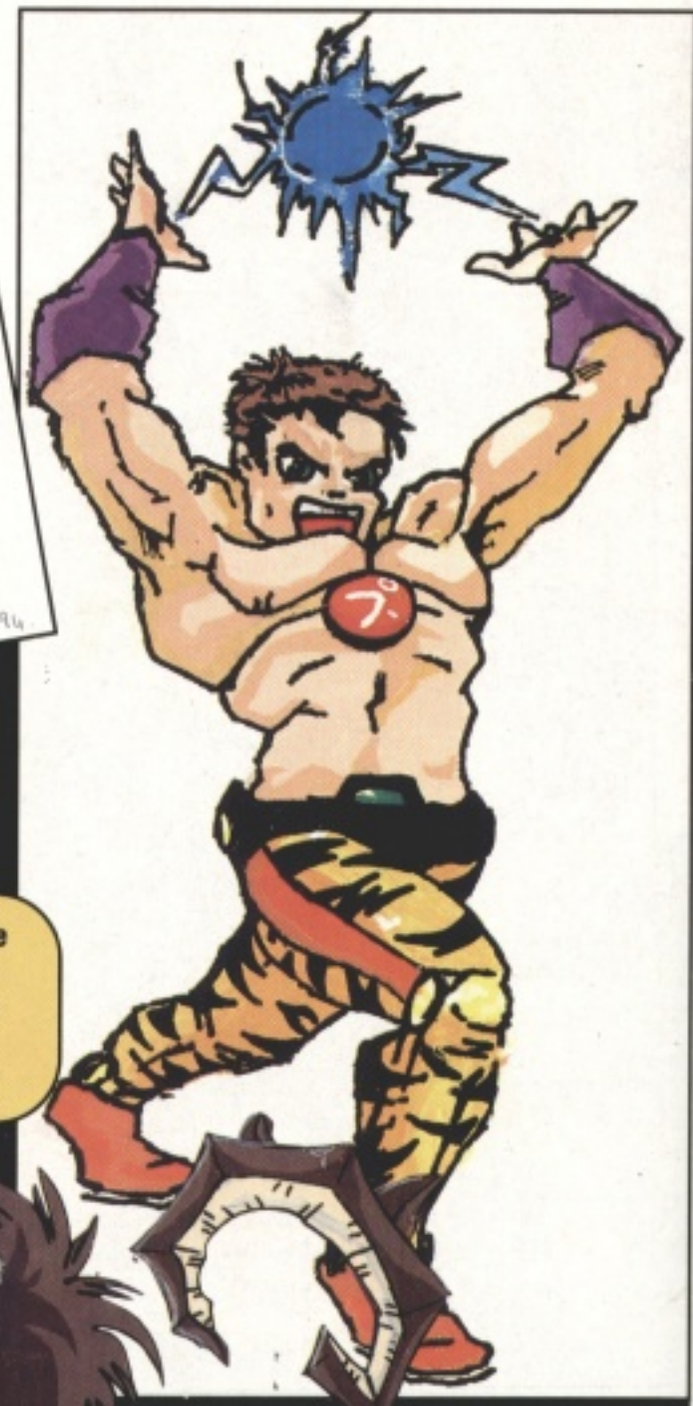
Not many people included our anime girl in their picture like Damian Buzugbe from Norwich. Some really nice strong colours and a fine attempt at a cel painting.

We can only assume M Makino from London is, in fact, Japanese, which would explain the lovely delicate Shojo style of her artwork.

And there's more...

Christina Fiumara from Italy sent in this fresh - faced young archer in a nice contrast to our girls armour and magic.

We just couldn't resist Stephen Griffiths atomic powered character. Although we reckon he must have trouble shuffling cards.



With what looks like the Japanese symbol for 'Pu' on his chest, Bob Sakoui's muscle-bound guy looks like he's in need of some new elastic in those tights.

Melissa Hyland's entry looks set to cause some grief of a mystical nature with a spot of reifu throwing, although that grappling hook looks pretty lethal too.

Laura Watton is getting to be an old hand at this now. Fresh from her success in Envelope Art her character sports a nice variation on our girls costume.

And that's it.

Remember, Envelope Art, on page 83 runs every month, and the winners get a superbly designed T-shirt featuring a classic, yet original, Wil Overton design. So get some inspiration and have a go at another character. The more original anime-style artwork you send us, the happier we are. (And Wil looks at them all).

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SUPER PLAYER'S GUIDE

MORTAL KOMBAT

ACCLAIM (US/UK)

By Dan Jevons

It's big. It's bad. It's ugly. It smells like well-used changing rooms. It's *Mortal Kombat II.* Not content with bringing you the incredible review-cum-comprehensive moves guide last issue, *Super Play* now takes you one step further into the *Mortal Kombat* phenomenon by presenting: *MKII* – The Strategy Guide. Keep both sections handy when playing *MKII* for the ultimate inside advantage.

General Tips

There is a quite a big difference between human controlled two-player *MKII* fights and one-player fights versus the CPU. Two-player fights tend to be particularly fast and furious, with only real *Kombat* masters using anything like what might be termed a strategy. That's not to say one-player goes are easy. Far from it, even on the Medium difficulty settings *MKII* is one tough mother of a game. Your aim in a one-player go should be to defeat all 12 warriors plus the two bosses without using a continue. Needless to say, this is easier said than done. To help out, here are some general pointers for you to bear in mind.

1) This may seem a little obvious, but stick to mastering just one character at a time. If you get beaten, don't just pick someone you know can beat that particular opponent. Try again. There is a way for every character to beat every character, and you'll never get really good at any one warrior if you keep swapping.

2) One of the the most useful tactics in game, is called the High/Low Take Down. When a CPU walks towards you, duck. Then when it comes within striking distance (and you have to get the timing exactly right) you either do an Uppercut (low hit) or press Back and High Kick to go straight into a Roundhouse kick from the ducking position (high hit). The CPU will respond to your attack with one of its own, either high or low, and depending on which one it picks, there's a 50/50 chance of nailing him. Though that percentage does seem to go down the more you try it...

3) To save time, moves that require several D-Pad presses can be 'charged' whilst in the air. For instance, to perform Reptile's invisibility move, you can jump, press the D-Pad up twice when in the air, then press Down and High Punch as soon as you land on the ground to initiate the move. The only catch is that there can't be too long a delay between the commands, so you've normally got to do it all on the downwards passage of the jump.

4) When playing in the Dead Pool, it is possible to hit your opponent into the goo as a finishing move. Simply hold down both Low Kick and Low Punch, move in close to your opponent, then, keeping the other buttons held, press Down and High Punch to perform the Uppercut. And although we didn't mention it last month, the Pit fatality moves work to hit opponents onto the spikes as well (pull down immediately on both pads for the skewered player to slide off!)

THE BACK DOOR KICK

Similar in fashion to a cross up kick in *Street Fighter II,* but more specific,

Character Profiles

The strategies given are for the characters fighting at their highest difficulty levels. Opponents past fight four will fight at this level.

LIU KANG

Or Lu, as he's known to his friends. One of the fastest and most versatile of all the fighters, though not necessarily the quietest. Remember that to use his Bicycle Kick you mustn't be Blocking and your feet must be touching the ground.

STRATEGY:

Lu's strategy revolves around the proper use of his rather nifty Bicycle Kick. Which means that you should keep your finger on low kick at all times, charging the move for when it's needed. The first four opponents can be defeated by simply ducking, then releasing the Bicycle Kick once they are within sweeping distance. After that, stick to Low Fireballs and use the Bicycle Kick as a means of escape to the other side. But try to steer clear of his Flying Kick once the enemies get tougher. They'll just block it, and nail you with an Uppercut. Another good tactic is to jump back and fire Normal Fireballs (High Punch) in mid flight, at head height. They're more effective than Fireballs fired from the normal standing position.

(US/UK)
By Dan Jevons

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the Back Door Kick (or punch) is a flying attack that enables your character to flip direction in mid jump, leaving them facing the opposition before they even touch the ground. You must be standing close to the opponent when you jump (so you are jumping over the enemy, not at them) and must press the attack button the moment you've passed over his/her head on the upward arc (see the screen shots). Obviously, this makes it invaluable for use in combos and utterly essential to master. Oh, and if you're using a Back Door Kick in a combo, don't forget that all D-Pad presses should be made according to the side you end up facing after the kick, not the side you were facing when you jumped. If you see what I mean.

THE ART OF COMBOS

Just like a certain other fighting game I could mention, there's more to *Mortal Kombat II's* basic 'who can get their special move off fastest' game mechanics than first meets the eye. Each player poses the ability to pull off various deadly combos, or combination moves (a sequence of attacks that can't be blocked once the first one hits) in order to annihilate your opponent in style. However, some of these require more than just performing certain moves in sequence. Moves must be mixed together. For instance, to perform Raiden's Back Door Kick/Flying Torpedo combo the player must do the following:

1) Jump over his/her opponent,
2) press the two 'Away' D-Pad taps required for the Torpedo whilst they are in the air,
3) hit the kick button at the precise moment for the Back Door Kick, and then
4) quickly press the D-pad forward to execute the Torpedo.

In other words they are putting a kick 'inside' the Torpedo. The result is that Raiden will leap over the opponent, strike him/her on the back of the head with a kick then immediately follow through with an unblockable Torpedo. Outstanding!

One word of advice though, practice your combos on the CPU before trying to implement them in two-player match, for reasons I have already mentioned. The combos must come intuitively. And as most of you will know by now, the words intuitive and *Mortal Kombat* have never been particularly synonymous. Still, practice makes perfect, as I repeatedly and somewhat tediously say.

1 COMBO 1:
Backdoor Kick (High Kick) – Bicycle Kick

METHOD:
Simple. Leap across the opponent for a Backdoor Kick then perform the Bicycle Kick follow up by releasing your finger from low kick the moment your feet touch the floor. If done properly the Bicycle kick should clip them before they even touch the ground for repeated foot to face action. Ow ow ow and so on.

2 COMBO 2:
Flying Kick – Standard Fireball (High Punch)

METHOD:
Liu Kang can tag a fireball onto just about any aerial strike you like, by tapping the D-Pad Towards twice while in the air, then pressing the attack button required immediately followed by the High Punch button to throw the Fireball. A good idea is to just keep tapping the D-Pad forward like mad while he jumps to make sure the fireball is ready the moment you press High punch.

STRATEGY (VERSUS):
Don't get caught in a projectile fight, as his low fireballs pass under all missile attacks and will catch you out, don't jump towards him unless you're close (go for a Back Door strike) as he jumps up with you and fries you with an aerial fireball. Remain ducking when still – he has a penchant for sudden flying kicks: his fireballs are so fast they normally pass under your flip. Luckily Liu Kang is vulnerable to sweep kicks, but he knows this, and most the time jumps back out of range when you go for one.

REPTILE

One of the three ninjas (four if you count Smoke) to populate the game, and thanks to his Acid Spit, one of the best.

STRATEGY:

Reptile is one of the few characters who can fire his projectile (the Acid Spit) so fast that it 'suppresses' the opponent (see general points). Just keep tapping towards and High Punch. And not only does it suppress them, but its random timing and speed hits them too. So characters with no low long range attack (Baraka, Johnny Cage, Scorpion, Jax, Kung Lao, Shang Tsung) are easily beaten by Reptile. Also, for some reason the CPU doesn't seem to block his Force Ball, though it will try to stop you doing it by firing a projectile of its own. Oh, and while the invisibility is a good idea in two-player, don't bother using it against the CPU, as it really doesn't fool him at all.

1 COMBO 1:

BACKDOOR KICK (HIGH KICK) – FORCEBALL – TWO HIGH PUNCHES – ACID SPIT – SLIDE

METHOD:

Jump over the opponent, press Away

SUB-ZERO

Ninja number two and Possibly the best character to use in two-player mode.

STRATEGY:

Sub Zero's strategy is mainly based around using his awesome combo. The CPU pretty much dodges 100% of Sub's Ice Balls unless you let them get in really close and trade an Ice Shot for a blow, which seems to work well enough. If the CPU is stopping you using your Back Door Kick, try using sucker tactics. Do a Ground Freeze right at his feet. He'll sweep kick you, but when you get up again you'll be in the perfect position to jump over him and perform your Back Door Kick/Ground Freeze combo. And what's more you'll find he won't be able to stop you either. Playing against another human you're much more likely to Freeze them, in which case follow up with the combo.

1 COMBO 1:

BACK DOOR KICK (HIGH KICK) – GROUND FREEZE – UPPERCUT – SLIDE

METHOD:

Not difficult at all, but utterly devastating. Perform the Back Door kick, land, perform the Ground Freeze. The opponent will get up right onto your ice patch, and stumble towards you. Uppercut him, then as soon as you can, slide him. A deadly combo, and 100% guaranteed.

2 COMBO 2:

DEEP KICK (LOW OR HIGH) – SLIDE

METHOD:

To guarantee the slide hits, press the kick button very deep into the enemy sprite then follow up with the slide the moment you touch down. This Combo works with Reptile as well.

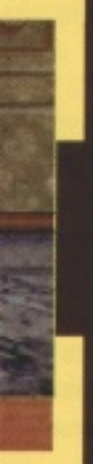
STRATEGY (VERSUS):

A tough character, so hopefully you'll encounter him earlier down the mountain. A couple of important things to remember when fighting against Sub, is to never get in a fireball fight with him (you get frozen) and never jump away from him – he normally fires an Ice Shot and catches you on the way down. He is susceptible to flying Kicks, and like all the ninjas, has a poor ground defense. So make sure you put in a few Uppercuts. Aim for his shoulder pad nearest you.

twice in the air to charge the Force Ball, press the Kick button for the Back Door Kick, then as your feet touch the ground press Forward and both Punch buttons to throw the Force Ball. Then, once it hits them, instead of the usual Uppercut, try stepping towards them and repeatedly tapping High Punch and Toward. If done correctly, you should jab them twice then perform the Acid Spit (while they're still in the air) causing more damage then the normal Uppercut and allowing you to follow up with a slide.

STRATEGY (VERSUS):

You can see Reptile's Force Ball coming a mile away so that causes no problems. His Acid Spit, however, is a little more tricky, and if you jump AWAY from him, he'll normally get you on the way down. Fortunately, flying kicks seem to work a lot, he's more vulnerable than most to the occasional Uppercut or Roundhouse Kick, and normally susceptible to Backdoor attacks. Best use your own characters specific tactics. And watch for when he goes invisible – its worth taking a hit just to make him visible again. You can't fight what you can't see. Arnie had the same problem in *Predator*. (*Cheers, Dan. Ed*).



JOHNNY CAGE

Quite powerful, with a wide range of moves, though none of them are particularly deadly. His two energy bolts both travel on a high arc thus missing out the entire middle of the screen, his Shadow Kick can easily be ducked, leaving you vulnerable to an Uppercut, and his Shadow Uppercut has a very limited horizontal range. Better for playing against another human opponent.

1 STRATEGY:

Use the Energy Bolts to attack your opponent when he/she is on the other side of the screen, then when they get closer vary between either a) a straightforward Shadow Kick or b) ducking, letting them get really close, then performing a Shadow Upper Cut from the ducking position.

2 COMBO 1:

FLYING KICK (HIGH) – SHADOW KICK

METHOD:

Jump either Towards the opponent or vertically upwards, tap Away whilst in the air, press the High Kick button for the flying kick, then the moment you land, press Towards and Low Kick to perform the Shadow Kick.

STRATEGY (VERSUS):

The basic defensive position for you to adopt when Cage is at a distance is ducking. This enables you to uppercut him if he tries a surprise Shadow Kick, and avoids all his Energy Balls. Its safe to jump kick him, just make sure that you jump from quite a short range to pass over his high Energy Ball, and always keep in mind that Cage is a fool for the easy uppercut – aiming your punch for the edge of his chest!

KUNG LAO

Every time you use his teleport move, you're vulnerable for a brief second and you'll get hit. Almost every time you throw your hat, the recovery delay is so great, you're vulnerable and you get hit. And because his energy spin takes two seconds before it becomes live (in which time you are totally vulnerable), you get hit then too. Oh dear.

STRATEGY:

Hmmm. A tough one. What all that adds up to is that Kung Lao's strategy must revolve around either a) not using any special moves except his Mid-Air Kick or b) getting hit. To be fair, if you are a master at predicting when the computer is going to use a special move, then his teleport might come in handy, but otherwise the best strategy is to pick someone else. Sorry.

1 COMBO 1:

JUMP KICK – MID-AIR KICK

METHOD:

Strike in the air with a flying kick then quickly tap Down and High Kick for the second hit. Its a bit of a crap combo, but then, he's a bit of a crap character.

STRATEGY (VERSUS) :

A fairly easy opponent for reasons detailed above – all his moves are crap. You can also loop him with flying kicks to head. He'll keep trying to throw his hat and you can keep kicking him. If he tries to teleport repeatedly tap low punch to nail him before his feet touch down. He does, however, defend well against attempted Back Door Kicks.

NEXT MONTH *SUPER PLAY* DELIVERS QUALITY MUST-KNOW INFO IN THE REST OF THE *MORTAL KOMBAT II* CHARACTERS, AND HAS LOADS MORE TOP TIPS AND HINTS TO CROWN YOU AS REIGNING MONARCH OF THIS GAME.

GAMEFREAK

SNES TECH & GAMING ANSWERS

By Tony Mott

It all finally proved too much for him, and Jason had to hand his well-worn Gamefreak hat over to Tony Mott...

DEAR GAMEFREAK

Q With a converted SNES (50 to 60Hz) is there more of a chance that it will suddenly explode or break?

A Let's put the record straight: your SNES will not explode, regardless of any reasonable adjustment which you have made to it. But obviously the moment you start doing things to it which weren't in its original design spec you're introducing potential problems. Having said that, though, as long as you go to someone with a solid reputation you shouldn't have any trouble.

Q Raven Games said they would attach a switch to change between 50 and 60Hz. What is the point of switching back to 50Hz?

A Conversions like this often eliminate the need or an adaptor. With PAL only cartridges you can simply flip over to 50Hz to get around the protection. And in some cases the game only checks upon powering up thus enabling you to switch back to 60Hz in the actual game itself. Great eh?

Q I can't afford a Japanese Super NES and I hate the US one so do you think a conversion is the best alternative for a borderless screen? If it's not what is?

A We all manage fine with an American SNES but in theory a switchable-display SNES would be your best bet (indeed, Nintendo should have designed SNESes this way at the outset). It all depends on your attitude towards unofficial enhancements. My advice is to try to see a switchable SNES in action before deciding – I've seen some less than perfect displays running on them.

Paul Connor, Manchester.

DEAR GAMEFREAK

Q Has an official UK release date for *Super SFII* been announced?

A The official line from Nintendo UK is that a release is planned for March/April '95. And the rumours of a Super Turbo conversion appearing in the States before then are just that: rumours.

Q Does the SNES version of *SSFII* retain the animated Ryu fireball intro of the arcade?

A It most certainly does albeit with the loss of a few frames. Frames which, incidentally, the Mega Drive version manages perfectly (but bear in mind that it's a 40 Mbit cart).

Q Has a UK release date for *Mana* been set?

A As Ned Flanders would say, yes indeedly doodly. The date which every UK SNES owner in their right minds should be salivating over is 28 October.

Q Has the person who named the Ultra 64 been sacked yet?

A The name was decided by committee. A group of people earning piles of cash actually sat around a table, scratching their heads, and came up with Ultra 64. Honestly, there's hope for all of us...

Mark Fraser, Hereford.

DEAR GAMEFREAK

Q Will *NBA Tournament Edition* ever see the light of day on the SNES and will it have the new characters like Shaq O'Neil?

A Acclaim have pencilled in an early March '95 release for the SNES version of *NBA Jam: Tournament Edition*. It will contain the current NBA players at that time so, yes, Shaq is likely to raise his shaven head.

Q I have *SFII* and thought it was brilliant. When I

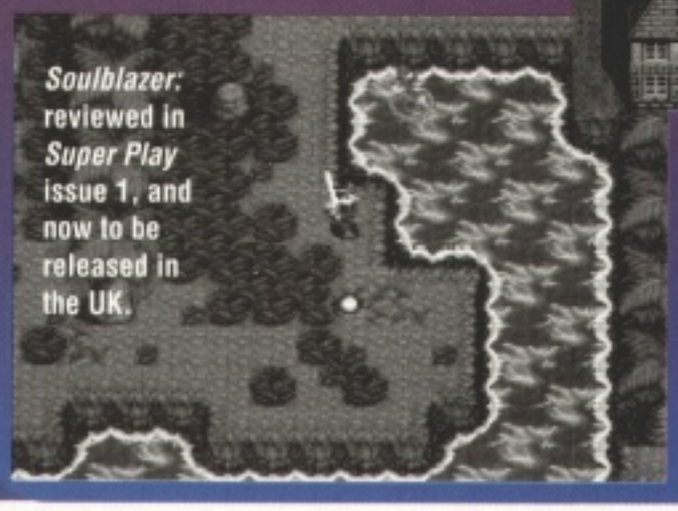
DEAR GAMEFREAK

Q Whatever happened to the fantastic-looking Albert Odyssey by Sunsoft?

A When we covered it in issue 9 Sunsoft were showing no interest in producing a translated version. That situation hasn't changed, unfortunately. Boo.

Q Is *Illusion of Gaia* the sequel to *Soulblazer?*

A Absolutely not, although in a typical American marketing move the game will be touted as such when it's released over there in September. It *will* share some things with *Soulblazer*, though, most notably the same combat sound effects (themselves lifted from *Actraiser*) which are quite frankly getting rather tedious now. The characters in each game are completely different.



***Soulblazer*: reviewed in *Super Play* issue 1, and now to be released in the UK.**

***Albert Odyssey*: Still no English version planned.**

Q With the humble SNES able to make games like *Mana* that give you 70 plus hours of gameplay, will Nintendo or Square be looking to make RPGs that last say 200 plus hours? After all, with value for money being an increasingly important factor in games it would make sense wouldn't it?

A It would make sense but how long would you be willing to wait for such a product? If something like *Mana* takes 12 months to develop, for example, would you be willing to wait perhaps twice as long for the sort of thing you mention? I don't think most people would but I may be wrong.

Q If we saw *Donkey Kong Country* about a year ago we could possibly have believed that it was a game on a 32 Mbit or 64 Mbit machine. Now it has been achieved on the 16 bit SNES aren't the possibilities for games on the Ultra 64 immense!?

A What Rare are doing with *DKC* could actually have been done about a year ago, in fact. The quality of graphics has been achievable on high-end graphics workstations for ages, it's just that Rare stumbled across (according to them) a new technique enabling the optimisation and storage of such images to become a comparative breeze on the SNES. But yes, the possibilities for the Ultra 64 are indeed immense, although from what I've seen of *Cruis'n USA* Nintendo might have their work cut out in fending off the opposition. What they need to do (and I suspect they are) is to get Shigs on the case, 24 hours a day, 7 days a week. That should just about concrete their position, I reckon.

Q About a year ago I bought a Konami game and with it was a Konami poster. To my great joy and excitement it said that Contra IV was on its way. Was this a lie because I've heard nothing about the game since?

A I haven't seen the poster, but I'd have a guess at it being a reference to the new Mega Drive *Contra* game. I certainly haven't caught wind of a SNES *Contra* game in the last 12 months.

Adam Houlston, Shrewsbury.

GAMEFREAK'S MOST WANTED

1. Cruis'n USA (Williams/Nint) ● Release: Autumn (Arcade)

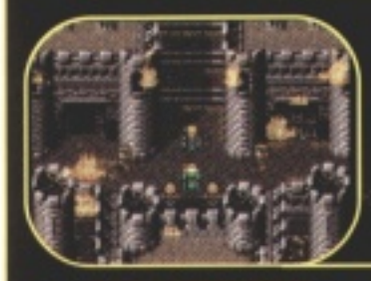
With his holiness Eugene Jarvis (he of *Defender* fame) at the helm, this game this should be nothing less than breathtaking. It doesn't match *Daytona USA* or *Ridge Racer* in static shots but the playing map is huge and it's all smoother than a game made of pure vaseline.

2. Chrono Trigger (Squaresoft) ● Release: TBA (Jap)

Have you seen the coverage on this earlier in the issue? Have you? You really should because it's going to be the biggest RPG of '95. The actual release is still a fair way off but it I'm confident that it's going to be worth the wait. And remember where you read about it first.

3. Darkstalkers (Capcom) ● Release: TBA

Capcom haven't even announced a SNES conversion of this as yet but it must be inevitable. If you haven't been to an arcade recently then do so – this is a fine interim measure until the next *SF* comes along and it's been eating up a ridiculous amount of my meagre wages of late.



4. Final Fantasy (Squaresoft) ● Release: September (USA)

Another RPG – this is going to explode on import. Jam packed to the gills with the sort of touches which only Square seem to be able to engineer, I can see many days and nights disappearing all over the country because of this game. Check with those importers right now!

5. Ultimate Parodius (Konami) ● Release: 4th quarter '94 (Jap)

It's back in here because the SNES is desperately in need of good new shoot-'em-ups at the moment. And I'm convinced that this will be one, even though it looks worryingly similar to the original at this stage. Incidentally, did you know that the original *Parodius* has only recently become available in the States? They don't get everything before us.

The sometimes wibbly wobbly world of *BOF* won't be appearing in the UK for some time, if at all, it seems.

was on holiday in Florida last September I bought *SFII Turbo* but was disappointed with it as the only changes were to 'be' the bosses and play it faster. You gave it 96% – the same score as *Super*. So should I buy *SSFII?*

A If you were disappointed with *Turbo* because of its lack of additional extras then you'll be at least as disappointed with *Super*. So no – it's probably not for you. As we said in the review, *Super* is best suited to true, hardcore *Street Fighter* fans.

Q When I was in Majorca I saw a SNES cart with 50 games on it including *SFII Turbo, Mario All Stars, Mario Kart* and *WWF Royal Rumble*. It costed 50,000pts (about £250). Is this legal?

A What was it, the size of a flippin' suitcase or something? No, it's as illegal as yer average Arthur Daley transaction down the Winchester.

Q Is *Knights Of The Round* really crap?

A I guess if you're still clinging tightly onto the scrolling fantasy slashing genre then you might glean some pleasure from it. I thought it was pretty nob though, yes.

Q When will *Impossible Mission* finally come out?

A It's an interesting one, this. I played *Impossible Mission 2025* about three ECTSes ago and it seemed to be in quite advanced stages of development. It's been released on the Amiga since then to a fairly lukewarm reception and MicroProse have put SNES version on indefinite hold.

Gavin Coull, Scotland.

DEAR GAMEFREAK

Q I am a big *Star Trek* fan so I was disappointed *STTNG* got 39% as I was waiting for over 18 months. Will there be another game?

A There certainly will. *Starfleet Academy* is on its way from Interplay featuring – look Ma, no FX chip! – filled vector graphics. Don't expect anything up to the standards of *Starwing* in the looks department or – if early reports are anything to go by – anywhere else for that matter. Wait for Zy's inevitable review.

Q Will there be any other *Sim City* title or any other game like it?

A Unfortunately the magnificent *Sim City 2000* isn't planned for the SNES (hardware limitations, I assume). *Civilization*, a game featured in Fantasy Quest (issue 21), has *Sim City*-esque elements and we've since learned that an English language version is in production. Plus, of course, there's *Theme Park* which Bullfrog inform us is coming along very nicely thank you. Expect an American release of *Civilization* in November and a UK *Theme Park* in the new year.

Darren Grewal, Nottingham.

DEAR GAMEFREAK

Q Will *Breath Of Fire* ever get a UK release?

A No UK release is yet planned but the whole Western RPG scene is likely change in early '95. The success of *BOF* and *FFIII* in the States will definitely influence the official UK market meaning *BOF* may well make it over next year.

Q Do you think it's still worth getting *Mystic Quest* or *Soulblazer?*

A *Mystic Quest* is fairly rudimentary stuff – it is, after all, aimed at RPG beginners so it's probably best to go for something bigger and more challenging. *Soulblazer* remains one of my favourite SNES games and I'd recommend it anyone who's after a lighter-weight alternative to *Zelda*. Be warned – it's addictive: I've known people to start playing it and continue right through the night until they'd finished the quest! And the best news about it is that UBI Soft will be releasing it over here in November.

Q Which is the best shooter on the SNES?

A Well, our reader poll results would suggest that *Starfox* is, but I disagree. Zy lists *Smash TV* among his faves (although that may be more indicative of his nature rather than the quality of the game) (*Oi!* – *Zy*), while I'd probably plump for *Valken* because it's so polished and has a unique storyboard element, or *Super Aleste* because it's so well-programmed. And I still hold *Axelay* close to my heart because it could be released today and still look fresh, regardless of what anyone else says.

Q Is there going to be a *Kirby* game on the SNES?

A Yes, *Kirby's Tee Shot* will be out in Japan by the time you read this. I played the game at the April ECTS and it was a fun, if quirky, crazy golf thing featuring Kirby as the 'ball'. Interestingly, Nintendo weren't showing it this time around (September) and it appears that they've put the UK release on ice.

Thanh Ma, London.

DEAR GAMEFREAK

Q Although *Street Racer* looks okay, is there any news of a genuine *Mario Kart* sequel with tunnel and hills and different vehicles such as little submarines or helicopters or...?

A I wish. No – mere speculation is all you'll get out of anyone outside of Nintendo on *SMK2*. It's a frustrating situation; Nintendo seem to be ignoring their early successes which are begging for sequels. The problem with *SMK2* as I see it is that gamers will demand contoured courses and as we've seen, that's something difficult to do effectively in Mode 7. So will the FX chip be Nintendo's chosen route? I don't think so – imagine trying to recreate the character of Mario from a cluster of polygons. Maybe they'll surprise everyone and mix vectors and sprites in the way Sculptured have for *Electro Brain*'s forthcoming *Dirt Trax FX* – who knows with Nintendo?

Q Is the 'icon-driven control system' of *Breath Of Fire* anything like the old Psygnosis games for the Atari ST such as *Barbarian?* If so, I think you should make it more obvious for potential buyers as this ruined the flowing playablity for me.

A No it isn't. You're right about *Barbarian* – the lack of direct control spoilt it for me too. But point-and-click icon-driven interfaces were still relatively new then, and *Barbarian's* was more of a fashion thing than because it was integral to gameplay. You're mixing up terminology with *BOF* though – icons are merely graphical representations in place of the traditional textual variety. You're talking about a point-and-click idea in *Barbarian*. There's no pointer in *BOF*, instead it uses highlightable icons rather than, say, *FFII's* highlightable text commands – they're quite similar otherwise.

Phraeza, Bucks.

ANY QUESTIONS?

Then ask the new, improved Gamefreak. He's literally full to bursting with all the answers, so fire off those lists of Qs to: Gamefreak, *Super Play*, 30 Monmouth Street, Bath BA1 2BW.

MODE 7

By Allan Brett

CALLING ALL CHEATS, CRACKERS, AND GAME-FREAKS!

Can I have a large saveloy and a portion of tips please? HO HO HO HO HO! Er, yes, well it's another month and that damn *Super SFII* speed cheat has still managed to elude Mode 7's crew of expert crackers so I'm beginning to wonder whether it's in there at all. Mind you, who cares now that *MKII* will be splatting blood across screens all over the country? Hey, a speed cheat for *MKII*, I wonder.... Send your stuff to: MODE 7, *SUPER PLAY*, FUTURE PUBLISHING, 30 MONMOUTH STREET, BATH BA1 2BW and you will receive a *Super Play* pen if your tip appears over the next few pages.

SUPER STREET FIGHTER II

(Capcom) *SP*23: 96%

● **Group Battle with the same character**

Still no sign of the speed cheat, so don't get your hopes up. However, we've since heard rumours of a Capcom fax that mentioned two cheats – one for group battle and one for speed. This cheat, as supplied by the ever-creative Graham Duffy (from his mate, allegedly), would seem to confirm this story. With the magazine about to go to press we haven't been able to check this cheat, but this is how Graham describes it.

If you've played in group battle mode with like-minded friends then you may have been disappointed to find two other mates had beaten you to Ken and you were forced to select somebody other than your 'usual'. Well, your disappointment will fade fast with this handy cheat. On the Matchplay/Elimination screen, highlight Matchplay and press L, R, L, R, L, R, R, L on controller two fast.

You should hear a laugh, telling you that the cheat has worked. With this tip in operation you'll be able to choose the same character up to eight times. Don't choose eight Ed Hondas unless you're sure that your TV can support the weight.

But it's still not the *Turbo* cheat we want! Aaargh!

Well, it'll save all those arguments about 'second choice' characters.

ASK ALLAN

INVALUABLE MONTHLY GAMING ADVICE

That boss too hard? That level too tough? Can't find that weapon? Need a certain object? If you require assistance then don't hesitate to write in and I'll see what I, or the rest of the *Super Play* readership, can do for you. Oh, and make sure it's a games-related plea. Libel cases, romantic affairs and open-heart surgery are slightly beyond our sphere of jurisdiction, we shamefully admit.

DEAR ALLAN,

Are there any cheats for *F-Zero*, and what is your best time for *Mute City?*

Robert Essex, 10 miles from nowhere.

ALLAN SAYS:

The only tip for *F-Zero* is the extra difficulty level. Personally I had a lot of fun with it because it's so hard and you really feel like a pro when you complete King league on Master level (not to mention the fact that you get a new end sequence). To access it you must complete all three leagues on Expert level. When you finish them the computer will ask you to try Master class. As for my best time on *Mute City*, it's 1'59"96 – not bad, eh?

DEAR ALLAN,

On Level 1 of *Soulblazer* I can't find the sword that can destroy metal. Can you enlighten me?

Keith Lee, Next door to Robert Essex.

ALLAN SAYS:

Stop looking, because you won't find it. The sword which can destroy metal is found in Dr Leo's house – long after Level 1 – and what you must do is come back later when you have the sword. You can destroy the first boss with the sword you have.

DEAR ALLAN,

On *Super Metroid* I can't find the screw attack, spring ball, space jump or plasma gun anywhere. Please can you tell me where they are?

Matthew Colliman, Newquay, Cornwall.

ALLAN SAYS:

I reckon you're getting a bit ahead of yourself because two of the items you mention cannot be avoided during the natural course of the game. The space jump can be found in the room left of the boss room after defeating Draygon (Maridia). The screw attack is found in Norfair, just after fighting the Keeper that comes alive. The plasma gun is found somewhere at the top of the Maridia map, and the spring ball, also in Maridia, is found by going right at the bottom of the lift tunnel and jumping through the small gap left by the crumbly block in the first room on the right.

FATAL FURY

(Takara) *SP*19: 79%

- **Extra difficulty setting**

It hasn't even been released in the UK but already it's preparing to be superseded by *Fatal Fury Special* which is a bit of a shame 'cos it's alright when you get into it. Anyway, what the heck, *FF Special* is miles better so who really cares? Well, Richard Ng (one of the world's most popular surnames, according to our Cantonese expert) must do because he has sent to us a tip to access even higher levels of death and mutilation at the hands of your computer-controlled adversary. At the Takara logo, enter B, A, X, Y, UP, LEFT, DOWN, RIGHT, L, R before the little jingle ends and when you go to the options screen you will now have the choice of fighting on Level 8 (maybe there's a new ending too, instead of the usual one with the. credits and the game over message).

Mai prepares to give *Games World's* Dave Perry a righteous kicking.

Look, there it is – difficulty level 8. Just to prove we don't make these up.

SUPER METROID

(Nintendo) *SP*20: 92%

- **Quick kill for draygon boss**
- **Hyper gun GG code**

I quote from Dan Jevon's player's guide in issue 23: "One of the tougher bosses." Well not any more, thanks to Vincent Koogie from Holland, because Draygon (that's the big green shrimp boss in Maridia for those of you with short-term memory loss) can now be taken care of in a matter of seconds with this neat trick. Before Draygon appears make sure you blow up the four guns that fire at you on both sides of the room and stand near to one side. Once Draygon shows up, let her pick you up and then select the grappling beam. The trick now is to use your beam to latch onto one of the destroyed guns and send 100,000 volts up Draygon's, er, whatever. Don't worry that you start losing energy when you latch on because Samus seems to take it a bit better than the boss does.

The Hyper Gun code in our Game Genie box requires a bit of explanation too. Enter the code 62C5 14A6 and start the game. Using a saved position (or playing through until you reach Zebes), check your inventory and you'll see you now have a mysterious new weapon module called Hyper. This super-energised blaster doesn't normally appear until the very last section of the game and will cream any monster you come across. Be warned that you'll lose the gun once you switch off the Game Genie, even if you've saved your position.

Worth a Game Genie, eh?

SUPER EMPIRE STRIKES BACK

(Lucasarts) *SP*15: 71%

- **Loadsa lives**
- **Jedi powers from start**
- **Infinite thermal bombs**
- **Skip to end level**

Scott Mumford from Kent has decided that the world simply must know about the *SESB* cheats he has found and he's decided to send it in to Mode 7 (smart lad). If you should get any of the tips to work, Darth Vader will say 'impressive' which is odd really considering that it's never the first word that springs to mind when actually playing the game. Right, if you fancy enough lives to let you go through the game without the continue screen rearing its ugly head, try entering: X, Y, B, B, B, X, A, Y, Y, B, A, X, Y. However, if you would like all your Jedi powers from the start, enter: X, B, B, Y, X, A, A, X. Should you want infinite thermal bombs try: A, X, B, X, X, A, Y. Maybe you would like the last two tips both at the same time: A, B, Y, X, A, B, Y, X, A, B, A, B, Y, X, X, Y, A, B, Y, X. If you simply can't be bothered with all of the messing around and scrapping with the underlings you can enter this and go straight to the final confrontation with Darth Vader: A, X, B, A, Y, X, B, A, A, X, B, B, Y, X.

DRAGONBALL Z 2

(Bandai) *SP*17: 75%

- **Secret Special Move**

As if the game really needs it, what with the dozens of moves already available, a new (and apparently more special than those special fireballs which are more special than the special moves) move has emerged which sees you getting your foe into the scenery, a sort of death move if you will. To execute this ace new move you must get up close and press TOWARD, BACK, DOWN-BACK, DOWN, UP and then press kick or punch. The sender, Kwok Fung Lam, stresses that the movement on the D-button must be done smoothly to make it work but he says it's worth sticking with because the end result could help you a great deal.

'Eat hot death, scum!' cried the Bishop of Bath & Wells.

DEAR ALLAN,
On *Jurassic Park* I can reboot the computer but I cannot secure the Visitor's Centre because I don't know how the Raptors are getting in or how to stop them.
Gavin Coull, Montrose, Scotland.
ALLAN SAYS:
The Raptors get into the Visitor's Centre through a tunnel which you must seal off with big boxes. It's as simple as that, believe it or not.

DEAR ALLAN,
I am stuck on *Secret of Mana*, on the bit where you must defeat the two werewolves to rescue the girl. How do you do kill them?
John Le Rotherham, Out in the sticks.
(What is it with everyone? Haven't you got homes to go to or what?)
ALLAN SAYS:
To be honest, I don't really see what the big problem is because all you need do is get yourself in a corner and slash your sword when they come close. If you're having this much trouble now you'll have no chance later on. Try killing lots of smaller, easier monsters to build up your levels beforehand.

DEAR ALLAN,
In *Lagoon* I am stuck in the Ice Castle on the boss with the rolling ball and the six crystals, how do you defeat it?
Daniel Gibbons, Bexley.
ALLAN SAYS:
Hard, isn't it? I would also be prepared to bet that nine times out of 10 you die before you get to smash the six crystals, am I right? Being stuck here is no reflection of your gamesplaying ability, because to be honest I've never beaten it either and if the combat sequences were better programmed you wouldn't find yourself being unnecessarily thrashed time and time again. My only advice to you is persevere and maybe you'll eventually do it.

Be honest – this old 4 meg racer still beats these *Top Gear* and *F1* types.

LOST SOULS
DEAR ALLAN,
Are there any decent tips or cheats for *Lagoon*? Because it is beginning to get boring.
Barry Jeffree, Hemel Hempstead.
ALLAN SAYS:
After spending some time on *Lagoon* I can deduce that the game is indeed boring, and no tip or cheat will be able to change that fact. However, there's the possibility that I could be wrong.

DEAR ALLAN,
On *Final Fantasy II* I would like to know where to get the Mage, Bomb or Imp Call magics. Do you know how to get them?
Simon Field, Eastleigh, Hants.
ALLAN SAYS:
You can find out how to get the Imp call back in last issue's Mode 7, but as for the other two magics I'm afraid I can't help. Hopefully someone out there can. Well, that just about wraps it up for this issue, except for...

ONE FINAL WORD

After the ridicule I got for playing speed *Mana* I have decided to try some thing new... Speed *Metroid*, anyone? 1 hour 29 mins is the time to beat. If you have a question then send it to Allan 'cos he's, er, quite good at answering them

SEND YOUR LETTERS TO:
Ask Allan, *Super Play*, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW.

ACTION REPLAY CODES

It certainly seems that everyone took heed of my plea to help boost the content of the AR section because this month we have another fat pile of codes to satisfy all you code-grabbers.

SUPER STREET FIGHTER II

7E05EA00 – Mid-air special moves for player one.

7E000CXX – DJ Edd rave remixes (?!).

7E00F014 – Turbo speed equivalent to 10 stars (that should keep some of you happy for a while).

7E05CE00 + 7E08110X – X is the character you want to go through the game so replace it with a number and when you play the computer will fight for you and will proceed whether he wins or loses a match.

ROCK 'N' ROLL RACING

7E001902 – Race on no track.

SUPER METROID

7E09A910 + 7E09A80F – Full beams from the start of the game.

7E09A4AF + 7E09A5BF – Full items from the start of the game.

7E09C002 + 7E09C2DB + 7E09C305 + 7E09C4DB + 7E09C505 – All 14 energy tanks from the start of the game.

DESERT FIGHTER

7E080620 – Infinite energy.

7E081E27 – Infinite weapons.

SUNSET RIDERS

7E014404 – Player one always has two guns.

7E014604 – Player two always has two guns.

7E014806 – Player one always has power-up.

7E014A06 – Player two always has power-up.

7E014906 – Player one has invisible bullets.

7E014B06 – Player two has invisible bullets.

SECRET OF MANA

(Square) *SP*15: 94%

● **Music selection AR codes**

An oddity of game pokery, this, but definitely worth some of your time. In response to our plea for a Sound Test to get at *Mana's* lovely tunes, Aitor A B of Cantabria, Spain has sent us a splendid code to access any of the game's tunes and play around with them. To get it to work you will need to start the game from a saved position, so this won't work with the very earliest model of Action Replay. Enter

7E1E 05xx

where xx is the number of the tune to play, from 00 to 3B. See our box-out below for details: the Mana Seed Palace and Pure Land themes are superbly ambient, whilst Al Jourgensen would be proud of the industrial Battle With Thanatos. The *Super Play* team members have named the tunes themselves from memory, but they can't place a couple of them. If fact, we don't think 36 or 37 made it into the final game at all – which would confirm Ted Woolsey's points about its intended CD-ROM debut in our interview (*SP*23). Have a listen yourself and see if you recognise them.

We'll have a compo to win Mana CDs in a future issue, so look out for details.
Flammie's flight alone has three possible tunes!
Wil's wanted to draw these characters for ages, actually...

SECRET OF MANA TRACK LISTING

00 – Desert theme
01 – Flammie flying 1
02 – Flammie flying 2 (Sunken Continent theme)
03 – Flammy Flying 3
04 – Boss Attack
05 – Gaia's Navel
06 – Lofty Mountain Path
07 – Resting at an Inn
08 – Exiled From Potos
09 – Kakkara has water!
0A – Upper Land Forest
0B – Undine's Cave
0C – Battle With Thanatos
0D – Towns of the Empire
0E – Rabites! (main outdoors theme)
0F – Zombies of Pandora
10 – Rabites remix (In the Sunken City)
11 – Kippo Village
12 – Game File Screen
13 – Sage Joch's Mountain Retreat
14 – Theme of Triumph (boss defeated, area cleared)
15 – Ice Palace
16 – Matango, Kingdom of Mushroom People
17 – Found Item
18 – Explosion FX
19 – Magic FX
1A – Cannon Flight
1B – Zombie Temple
1C – Neko
1D – Mana Seed Palace (Luka's Theme)
1E – Continent Sinking/Rising
1F – Dwarf Village theme
20 – Scorpion Army Theme
21 – Fanfare 1
22 – Fanfare 2
23 – Fanfare 3
24 – Frosty Forest theme
25 – Tasnica, Ally of the Republic
26 – On Deck of Mana Fortress
27 – Pure Land (Mana Tree Theme)
28 – Flammie Swoops
29 – End Sequence/Credits music
2A – Desecrated Mana Palace (Palace of Darkness)
2B – Intro Sequence music – new game
2C – Secret of Mana (Title Theme)
2D – Whale Song Sample
2E – Flourish 1
2F – Flourish 2
30 – Flourish 3
31 – Inside Mana Fortress
32 – Dyluck's Still Alive?
33 – Scarey Noises
34 – Hero and Mother Reunited
35 – Don't Know – something good just happened?
36 – No idea. Is this in the game?
37 – Now this has got to be new
38 – Approaching Mana Tree
39 – Again, we're not sure
3A – End Credits loop
3B – codes after this don't do much...

Note that this code will also do strange things to the title screen music if you leave it to run, changing the set-up of instrument samples for each sound channel. Some codes (like 0F) work very well but most of them cause an almighty racket.

Aitor also tells us how to control the echo and sustain effects. Just enter the code

7E1E 020x

Where x (from 0 to F) is low for muted notes or high for long sustain. Tunes like 06 (Lofty Mountain Path) benefit from more sustain, whereas 04 & 0C won't work with it at all.

Aitor says he has connected a Sony stereo to his Super NES and recorded compilations of top game music using this code (mostly Mana but also including music from *Equinox*, *Castlevania IV*, *Prince of Persia* and *Zelda*) for his personal easy listening. A handy makeshift alternative to getting hold of those rare and expensive Japanese OST (original soundtrack) CDs, eh? If you find any other cheats, tips or codes for changing game music in a constructive manner then send them in.

GAME GENIE CODES

Okay, I know that this month's djinn section is hardly enough to cover a match-head but then again what's new? However it has the codes for game of the moment: *Super Metroid*, and the Hyper gun code in particular will make many AR owners froth at the mouth in envy.

SUPER METROID

62C514A6 – Start the game with the Hyper gun.
C2253005 – Infinite energy.
C22A456D – No energy is lost from bullet attacks.
DD38C4A8 – Skip intro and start at Zebes (Praise be for codes like this).
DDCF4461 + 6DCC47A1 – Select area (push right on map screen).
C228C5A7 – Almost infinite missiles.
C28AC9D7 – Almost infinite super missiles.
3CA4450D – Almost infinite power bombs.

TOP THREE MOST WANTED TIPS

Well, if you expected to see *Super SFII* in the running for the most wanted tip then you'd be right because everyone is just gagging for it but I fear many of you may find your attention being diverted to the seductive charms of *MKII* if that speed tip isn't found soon.

SUPER SFII
Come on somebody, please find that speed tip – the sanity of literally hundreds of players depends on it.

MORTAL KOMBAT II
At the time of writing this I don't know exactly which cheats from the arcade have been included in this conversion. So what we need to know is whether some of the bigger secrets have made it – like the game of Pong, the Kintaro morph and Noob Saibot.

SUPER BOMBERMAN 2
This game is mega and I for one am determined to find those rumoured extra screens for the battle mode (mind you, everyone only ends up playing on the original level anyway).

SONIC BLASTMAN

(Taito) *SP*2: 69%

- **Extra difficulty setting**

Now there's no denying that the arcade game was class (in a money guzzling, wrist spraining sort of way) and it basically gave you the chance to show off and say to everyone: "Look at me I'm really 'ard!". Believe me, nothing's more satisfying than when a lad with a slimline frame like myself manages to humiliate some big bloke with a chest the size of Cornwall, in front of all his friends. Sorry but that's my warped sense of humour for you. Anyway, about this tip, go to the options screen and highlight the difficulty setting and then enter: L, R, R, L and a new setting will appear that is absolutely rock. Cheers to Steve Wilson for uncovering that tasty morsel.

***Sonic Blastman:* so ludicrous that even ordinary members of the public feel compelled to attack him in the street.**

JOE AND MAC 2

(Data East) *SP*21: 80%

- **Filthy rich level codes**

Dave Buckley from Merseyside has supplied us with a list of codes for *Joe and Mac* which take you to the desired level and start you off well with $9999. What a generous guy he is.

PINK STONE 1 MFRR JFKM QSKT FLDB
ORANGE STONE 2
FGGJ NSBH KTQC GPDB
YELLOW STONE 3 JNSB QSJJ CGDD KDFB
GREEN STONE 4 FGGH NSFH KTBC GRFB
SKY BLUE STONE 5
QHPS FRST NSTR BTFB
BLUE STONE 6 HRTR KMTS JJSS HJGB
PURPLE STONE 7
LFRN JFGM QSML FLGB TOP

HOT SHOTS

Some amazing times have come forward this month, so our thanks go out to all the people who took the trouble to provide proof of their achievements. We won't provide the final tables just yet as we want to keep the competition open a little longer, but these pointers should give you an idea of what you're up against.

NTSC cart on PAL machine
Radio Control 1 0'05"87 – **Neil Freeman, Weymouth.**
Easy Ride 1'13"20 – **Leon Addie, Wellingborough.**
Aqua Tunnel 1'33"25 – **Marc Webster, Sheffield.**
Sunset Valley 1'34"49 – **Leon Addie, Wellingborough.**
Night Owl 2'00"62 – **Leon Addie, Wellingborough.**
Rock Field perfect with 91 seconds left – **Marc Webster, Sheffield.**

Marc also furnished us with a tip update regarding the Arwings. It seems he emerged from the first cloud bank on Sky Ramp (Master) after the first three bends and the red damage polygon to collide with the Arwing fighter as it flew across the track from right to left. Its wing fell off and smoke billowed from it as it went down. You can make this happen by keeping just to the left of centre of the track and staying straight whilst turboing. He wonders if this interaction is unique, and if anyone can relate it to Graham Duffy's message from Slippy?

NTSC cart on NTSC machine
Radio Control 1 0'07"03 – **George Talianos, Epsom.**
Easy Ride 1'24"91 – **Justin Keeling, London.**
Aqua Tunnel 1'55"43 – **The *TOTAL!* Team.**
Sunset Valley 1'55"97 – **Zy on a bad day.**
Night Owl – 2'30"24 – **The *GamesMaster* Team.**
Rock Field – Perfect with 85 seconds left – **Jeremy Mitchell, Harlow.**

Now look, you might think your results aren't good enough but some of those above are plain awful (this list compiled around 1 September – we know we could do better) so send them in.

Fish? Paper clips? A Super Game Boy? We still haven't decided on a prize.

This takes ages, unfortunately. Yawn!

FINAL FANTASY

(Squaresoft) *SP*Gold: 90%

- **The holy spear**
- **Pink, at last!**

Is there no end of secrets in this game? After last month's tips for this turn-based RPG I thought it would be pretty hard to top, but this month we have traced two more items. First, the Holy Spear (or Lance of White) can be found on the Moon. After you've polished off the CPU of the Giant of Tower Bab-II, enter the building where you met FuSoYa. Go to the Crystal room and use the teleport previously sealed. After a wander around you should come across three doors side by side. Enter the first door and save the game, then enter the next door and a one-eyed monster appears. It is important that you DO NOT use magic on the monster, but should you defeat it with weapons you'll receive the Holy Spear as a reward.

As for Pink, I think it's time to reveal all. To get Pink you must go to the Lunas Subterraine (Zemus' Lair). In the lowest section of level B5 there is a room on the far right that has a chest in the upper right corner: walk around in this room until you encounter the Pink Puffs. Defeat the Pink Puffs to obtain the Pink tail. Take it to the man who exchanged Adamant for the Rat tail. A thousand and one thanksgo to Jeroen du Chatinier and Petri Mahanen for their help in finding these items.

HUH!?

Have you, upon your travels, stumbled upon a tip so great that you feel you must tell the rest of the gamesplaying world? Then let our us be your soapbox and this column be your megaphone. Send your stuff to:

MODE 7, *SUPER PLAY*, FUTURE PUBLISHING, 30 MONMOUTH STREET, BATH BA1 2BW.

FREE ADS

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SUPER MARKET

HARDWARE FOR SALE

● US SNES with *Street Fighter II, Mario Kart, Nigel Mansell's Grand Prix* and *Mystical Ninja*. All boxed. *Super Play* 1-15 £130. Buyer collects. Tel: (0268) 511674.

● Amiga CD32 (good condition) with five games: *Oscar, Diggers, Zool, Pinball, Fantasies, Nick Faldo's Golf* plus three demo disks! £180 ono. Tel Glen: (0754) 873898 after 6pm.

● Super Nintendo for sale £250. Excellent condition with 16 games. Tel: (031) 333 1035.

● Game gear and three great games, plus TV tuner £120. Also for sale Game Boy, SNES and Master System games for sale or swap. Tel: (0707) 322418.

● For Sale: *J Madden '94* (US) £30, *Secret of Mana* (US) £30, *Equinox* (UK) £25, *Zombies* (UK) £25, *WWF Royal Rumble* (UK), £25, *Mortal Kombat* (UK) £20, *Street Fighter II Turbo* (US) £20. Tel: (051) 334 7506.

● Mega Drive for sale with four games and two brand new controllers, £160 new. Will sell for £85. All boxed. Tel: (081) 301 0186 eves only.

● UK Super NES joypads, adaptor, 10 excellent games including *Street Fighter II Turbo, Mario Kart All Stars, Sensi Soccer* etc. Mags. £275 ono. Tel: (0257) 253229.

● UK SNES for sale with eight good games. Will consider offers over £200. Tel: (0324) 840 164.

● Sega Master System £35, one control pad – good condition plus seven games. Tel: (0268) 682679 and ask for Stu.

● I've got manga and Action Replay *MKII* to sell, £40 ono. Brand new, never been used. Tel: (0473) 311240.

● For sale: Sinclair Spectrum with 30 games. No box otherwise mint, plus one control stick £20. Tel: (0268) 682679.

● UK SNES, three control pads, 16 top games including, *FIFA Soccer, Sim City, Rock & Roll Racing*. All boxed with instructions and SNES mags. Worth £700 the lot. Sell for just £300. Tel: (0223) 242585.

● UK SNES for sale with 14 games, including *Stunt Race FX* and Pro Universal adaptor. All boxed £300. May split games. Tel: (0253) 760540.

● UK SNES with *Starwing* pack, still in its original shrink-wrapping (unopened) £100 ono, Game Genie for SNES, (also unopened). £40 ono. Please tel: (071) 385 9055.

● Ancient SNES Jap games for sale/swap from £5. Ask for Dave. Tel: (0909) 481741.

● UK SNES for sale and eight games *Madden '94, Merlin, F-1, Pole Position, World Cup Striker, NBA Basketball, PGA Golf, Sim City* and 22 copies of *Super Play*, £220 or swap for an Amiga 1200. Tel: (0278) 654013.

● Arcade Base, two joypads, one game. Bargain at £170. Call: (0831) 267711.

● Amiga 500 with 1meg, 30+ games, two joysticks, mouse, disk boxes, modulator and mags. Just serviced £160 ono. Tel: (0562) 753954. and ask for Mike.

● UK SNES with box, carry case, three joypads, 13 games including: *SFII Turbo, Mario All Stars* and Action Replay. Will sell for £250 ono. Call: (0920) 821742 and ask for Chris.

● UK SNES for sale, SCART, Super Multitap, two joypads, US adaptor, 12 games including *Metal Marines, R-Type 3*. Worth £700+, will sell for £350. Tel: (0782) 511078.

● Amiga CD 32 for sale with three games. Brand new – unwanted competition prize. £150. Tel Bill on: (0932) 761556.

● Jap SNES + SCART lead, seven top games including *SFII, Mario Kart, Super Empire Strikes Back* and *R-Type*. Excellent condition. £250 ono. Tel: (0252) 26383.

● SNES, new and fully boxed with convertor, two joypads, *Starwing, Street Fighter II Turbo, Star Wars, Turties, IV* – £115. Must collect. Phone Jan: (081) 298 9091.

● Mega Drive for sale with two pads and *FIFA Soccer, NBA Jam, PGA European Tour* and more. Sell for £150 ono. Perfect condition Tel Wil: (071) 451 7185.

● UK SNES, three joypads, Multitap, carry case. All leads etc. Seven games including *Super* and *Turbo Street Fighter II, Madden '94, Turtles Tournament*. Worth over £400 sell for £300. Tel: (0484) 532418.

● Amiga 500+ 1Mb, loads of games inc: *Body Blows, Madden, Monkey Island I and II*, joystick, mouse, TV modulator, magazines. Good condition: £180 ono Tel Ben: (0252) 713415.

● Boxed Super NES with three joypads (one Turbo), five games inc *Starwing, SFII Turbo and Final Fight*. Also and Action Replay £150. aAsk for John on: (0925) 822835.

● SNES games: *Axelay* (Jap) and *Castlevania* (US) – £15, *F-Zero* (UK) *Zelda 3* (US) – £20, *Tiny Toons* (US) *Mr Nutz* (UK) – £25. *Alien 3* (UK), *Shadowrun* (UK), *Mortal Kombat* (UK) + *Mana* (UK) – £30. No offers. Tel: (0322) 666783.

● Amiga 500 ,1 meg with mouse and a few games £150, also Amstrad CPC 646 and colour monitor and lots of games – £75. Tel: (0742) 730631 and ask for Sam.

● UK SNES for sale with eight games including Action Replay, two pads only six months old, fully boxed worth over £400. Will sell for £175. Tel: (0460) 281711.

● Game Boy for sale. Includes Neby carry case, gamelight, magnifying screen, gamelink, headphones and *Tetris* game. £55 ono. Phone James on: (0400) 281168.

● SNES PAL UK with 18 mint games (two US), three joypads, stereo adaptor, super scope, and US convertor. Worth £1,000 want £450. All boxed. Tel: (0727) 869796.

● UK SNES and two joypads and 55 games (inc *Mana, Metroid, NBA Jam, FIFA, Bomberman II, World Heroes II, World Cup Striker, Lufia*) £500 ono. Tel: Ben (0252) 713415.

● UK SNES. *Alien 3, Tiny Toons, Super Star Wars*, US convertor, Super Scope with six games, two pads – £130 ono. Buyer must collect. Tel: (0621) 858506.

● PC Engine GT, boxed as new with 13 games including *Street Fighter II* and *Parodius*. Excellent condition £260 ono. Phone Steve on (0305) 8600344 after 7pm.

● Supercom Pro Development System (does not have built in drive). Links to PC for use. Includes assembler software. £100. Tel: (0935) 25974.

● UK SNES 10 games including *NBA Jam, Mario All Stars, World*, and *Kart, Bomberman, Street Fighter* and more £250. Tel: (081) 560 6398.

● Super deal! for £10. 8-bit (PAL) NES with *Ghostbusters II* game in working order. Two joypads. Ask for Alex after 6pm. Tel: (081) 455 0763. Swaps considered.

● Game Gear for sale. With five games, carry case and Master Gear convertor, Buyer must collect £75 ono. Tel: (0243) 860056.

● Fire NTSC to PAL convertor for S Famicon or US SNES. Cost £30 sell for £17. Tel: (0935) 25974.

● Game Boy for sale with 15 games: *Mario 1* and *2, Mega Man 2, Zelda* and more great games + free *Street Fighter II* key chains and magazines. Tel: (081) 554 9251.

UK Super Nintendo *Starfox* pack, boxed with instructions only 3 months old. Includes SNES, one pad, *Starfox, Super Mario World*. As new. £65. Tel: (0422) 842314.

● UK SNES for sale. One controller,one Mega Master, one control deck, *Street Fighter II, Super Mario World*. All boxed £95. London/Essex area. Tel: (081) 505 4808.

● US SNES (Scart) 60Hz. full screen including delivery. Swaps considered. Tel: (0232) 761878 after 5.50pm.

● SNES *Starfox* pack. Includes *Starfox* game, *Mario World*, one control pad. Under two months old, as new, hardly used. £90. Tel: (0422) 842314.

● SNES with Philips colour monitor, two pads and eleven games inc, *FIFA Soccer, Mario All Stars, Mario Kart, SFII, MK, Star Wars*. Will accept £400 or swap for Philips CD-I. Tel: (0376) 513627.

● SNES and eleven games for sale, two control pads, convertor, Multitap. All that for £400. Tel: (0734) 588037.

● SNES (US) SCART required, with *SFII, Starwing, Super Mario World*, 17.5% faster than UK version, two joypads stereo/video lead, scart lead.New condition. All boxed. £120. Tel: (0794) 390 296.

● UK SNES with six games inc *Mario Kart, Starwing, SFII, Zelda III* and *Probotector*. Two joypads and carry case. £300 ono. Call: (081) 343 1895 after 6pm.

● Super Nintendo, nine games, all boxed and in good condition. Worth £560. Will sell for £300, plus loads of mags (sold separately). Tel: (081) 997 9017.

● UK SNES, eight games, *SFII Turbo, Mario All Stars, Mario Karts, Cybernator, Starwing, Final Fight, Super Fire Pro Wrestling, Super Scope 6*, two pads £290. Tel: Simon (0225) 7233701.

● SNES UK PAL with untouched guarantee and warranty. With US and Jap games convertor and turbo control pad. £85. Also Game Gear for sale (0252) 843978.

● US SNES, with US TV, transformer eleven games, scart and stereo lead. Including colour TV approx £300. Tel: (0753) 889 739.

● Music Fidelity top-of-the-range loudspeaker. Sounds brilliant connected up to either SNES or hi-fi. Worth £450 will accept £200. Must collect. Call Ade (0302) 8866574.

● PC 486 DX2 Assorted accessories. Phone for details £300 ono or swap for SNES and Mega Drive. Tel: (0427) 614999.

● Super Gun (SCART), two games – *Moonwalker* and *Ghostbusters*, one pad (six button) £250. North East area. Tel: (0642) 555260 and ask for Michael.

● UK SNES, two joypads, *FIFA Soccer* (UK) and *Sim City* (UK) bargain at £100. Offers taken. Phone Andrew on: (0443) 228791

● UK SNES for sale with 20 games inc, *SF II Turbo, MK, Zelda, Flashback, Cybernator* and all *Mario* games worth £1,000. Will sell for £500. Tel: (00942) 48878.

● US SNES in excellent condition, will play Jap games too. Six great games inc, *Mario All Stars, Secret of Mana* and *Starfox*. One pad and one autofire pad (with boxes and manuals, as new) Sell for £350 ono. Call Tom on: (0443) 451770.

● SNES, mint condition, seven games inc *SFII Turbo, All Stars, Mario Kart, Empire Strikes Back, Flashback, Starwing, Super SWIV*, three controllers, convertor, all boxed as new. Plus mags *Super Play* 10-21 £230. Tel: (0932) 844661. Can deliver in Surrey area.

● Sell UK SNES with seven games, one joypad fully boxed for £150 or swap for Amiga 500 with games and Action Replay. Tel: (0634) 646808.

● UK SNES in vgc, two controls, adaptor, all leads, 10 games including *R 'n' R Racing, Mario, Star Wars, Mario Kart* (US) *Shadowrun* (US) All boxed. £225 ono. Dorset area. Tel: (0202) 687085.

● UK SNES with 15 games inc *NBA Jam SFII Turbo*. Worth over £600 will sell for £350 ono. Tel Rich on: (0948) 880551.

● Master System for sale, seven games inc: *Sonic 1,2* and *Chaos Populous* and *Bonanza Brothers*. Boxes and manuals as new. Two joypads all in good condition £60 ono. Call Tom on (0443) 451770.

● NES for sale, five games inc; *Manic Mansion*, two joypads and one Lightgun. Unboxed. Any offers. Call Tom: (0443) 451770.

● SCART (Jap) Super Famicon for sale. Five games including *SFII* and *Starfox*. Complete with box. £120 ono. Must collect. Tel: (0788) 571192.

● NES in good condition with two joypads, one gun eight games, *Blades Of Steel, Low G Man, Jackie Chan's Action Kung-Fu, Super Off Road, Zelda II, The Adventures of Link Joe and Mac, Mario Bros, Duck Hunt* and adaptor. £40. Tel: (0473) 686842.

● UK SNES, Multitap, two joypads, joystick, nine games inc, *Street Fighter Turbo, Bomberman* and loads of mags. £230 ono. Tel: (051) 259 6438.

● UK SNES for sale. Nine games inc *SFII Turbo* and *Mario All Stars*, all games over 89% in *Super Play*. Worth over £600 will sell for £195 ono. Tel: (0322) 551047.

GAMES FOR SALE

● SNES games: *Ranma* (Jap) £10, *Valis* (US) £10, *SFII Turbo* £20 Action Replay 2 £25, *Tri Star* £25. Tel: (0902) 662040.

● Hi I am selling *Joe and Mac* for £15. Tel: Alex (0494) 882249.

● Excellent SNES RPG game *Mystic Quest (Final Fantasy)* for sale. Perfect condition only £20. Tel: (091) 266 1878 and ask for Graham.

● SNES US *Super SFII* for sale. Boxed with instructions £50 or swap for *Stunt Race FX*. Tel: (061) 740 9247 and ask for Tom.

● SNES games for sale (all UK) *Star Wars, Mario World, Cybernator, Flashback, Zombies* £23 each. Consider swaps. Portsmouth/Chichester area. Tel: Robert (0243) 375888.

● *SFII Turbo* £35 (US) *NHL '94* £30 (UK) All in mint condition. Tel: (0602) 790522.

● SNES games: *Street Fighter II* (Jap) £20 with box and instructions, *Out Of This World* (US) £15. in good condition. Please contact Robert. Tel: (081) 596 0554.

● PAL SNES games for sale! £20 each: *Mario Kart, Total Carnage, Starwing*. £25 each *Mario All Stars, Robocod, Addams 2* or all six for £120. Tel: (081) 294 2854.

● Wow! I'll sell my *Super Bomberman* and Multitap for £45 (US) excellent condition. *Warp Speed* £5 (without booklet). Tel: (0707) 650242.

● Mega Drive, *Sensible Soccer* and SG Pro pad for £25. Ask for Alex. Tel: (0494) 725685.

● Action Replay as new only £25, Pro Universal adaptor only £15 and *US Mario All Stars* no box hence £15. Also large selection of Game Boy games from £12. Tel: (0708) 724736.

● *Zombies* (UK) £25, *Smash TV* (UK) £20. *Alien 3* (UK) £25. *Probotector* (UK) £20. *SFII Turbo* (UK) £35. *Secret of Mana* (US) and an adaptor that works. *Mana* and *Mega Man X* – all for £80. Phone after 4.30pm weekdays on: (0372) 452623.

● SNES games for sale *SFII Turbo* (US) £35 *Madden NFL '94* (US). Both mint condition, boxed with instructions. Tel: (0202) 292551.

● For sale: *NHLPA Hockey '93* (US) boxed, great condition. £25 plus p&p. Contact (081) 397 2884. After 6pm.

● *Striker* £25, *Soul Blazer* £25, *7th Saga* £25, *Madden '93* £20, *Pilotwings* £20, *Mario All Stars* £25 or swap any two for *Mana*. Tel: (0702) 344422.

● SNES games for sale *SFII Turbo* £25, *Mario All Stars* £25, *Mortal Kombat* £20, *WWF Royal Rumble* £20. Tel: Kent 4647878.

● USA import cart, *Axelay* in perfect order, no box or manual, £10. Postage free. Tel:(081) 871 4396 in all day.

● UK SNES Action Replay and *Super Tennis* £20 each. *WWF* (US) and *Street Fighter II* £15 each or both for £25. Game caddy and cover £5. Tel: (0483) 768354.

● *Street Fighter II Turbo* (US) £30, *NBA Jam* (US) £40, *Contra III* (US) £20. All games boxed with instruction. All prices ono. Ring Tom on: (0742) 305130 with offers.

● SNES games for sale (UK) *Mario All Stars* £25 (US) *Super Battle Toads In Battle Maniacs* £25. Tel: (0697) 342258.

● *World Cup USA '94* in perfect condition (UK) £35. Tel: (081) 868 8445 and ask for Daniel.

● UK games: *NBA Jam* £45, *SFII Turbo* limited edition £45, *Mortal Kombat* £40, *Super Bomberman* £30. Games haven't got a crease in box or instructions. *Zelda III* £25, *Mario World* £20, *FIFA* £25. Phone Chris on: (07687) 79254.

● SNES games for sale: *WWF Royal Rumble* £35,

Secret Of Mana £38, *Cybernator* £30. All boxed with instructions. Tel: David (0443) 822111.

● *Goemon 2* (Jap) £50, *Bombermam 2* (Jap) £40, *R-Type 3* (Jap) £35, *Clayfighter* (US) £30, *Rock 'n' Roll Racing* (US) £30, *Boxing LOTR* (US) £30 *FIFA Soccer* (UK) £30, *Super Tennis* (UK) £20. Plus many more UK, US and Jap gams. All perfect condition. Tel: (0203) 402350.

● UK games for sale: *Ghouls 'n' Ghosts* £15, *Aladdin* £25, *Putty* £20, *Nigel Mansell's* £25, *Bomberman* £30. Excellent condition. Newport, Cardiff and Bristol areas only. Tel: (0291) 420304.

● *Pilotwings* for SNES. Good condition only £30 ono. If amazed phone Ben on: (0742) 582477.

● *Sensible Soccer* £20, *Madden '93* £15, *Super Soccer* £10. All with box and instructions. Tel: (061) 236 7577.

● SNES games for sale, many titles all boxed with instructions from £15 each. Tel: (0622) 746266.

● *Starfox* (US), *Smash TV, Turtles IV, Super Soccer, Vegas Stakes, Dragon Ball 2* (Jap), *Tiny Toons, Mickey's Magical Quest* (Jap). All for £10 each. *Super Scope 6, Super Tennis*. z£15 each. *Mario Kart* (US) £20. All boxed with instructions. Will sell all for only £100. Tel: (0383) 738572.

● *Muscle Bomber* (Jap) £45 brand new, Action Replay 2 £40 and *Mortal Kombat* £35. Please tel: (081) 539 7245.

● Every UK and US SNES games for sale, such as, *Street Fighter II Turbo* (UK, US, Jap) £28, *Super Metroid* (Jap) £35. Old games from only £15. Tel: Ruben on: (071) 259 2164.

● UK SNES games for sale: *Striker, Mario World, Jurassic Park* and *Mickey's Magical Quest* £20 each. Tel: (0484) 861604.

● I will sell *Pilotwings* and *Mortal Kombat*, as a bundle only, for £50. Will accept cash only. Tel: (0582) 584384.

● For sale *Jurassic Park, Striker, Magical Quest* £20, *Mario World* £15, mags also for sale 20 for £10. Tel: (0484) 861604.

● SNES games including *Jurassic Park, Smash TV, King Arthur's World* £10 each. UK and US available. Also Mega Drive games. Tel: (0831) 267711.

● Bargain! *Rock 'n' Roll Racing* (UK) £25, *NHL Stanley Cup* (US) £25, *Street Fighter II Turbo* (UK) £25, *Super Tennis* (UK) £15 (no offers) Tel: (0689) 872262 and ask for Scott. Kent area. All games boxed and mint condition.

● Cheapest SNES games: *Jurassic Park* £20, *Tiny Toons* £20, *Aladdin* £24. p&p free. Tel: (0622) 752945 after 8pm.

● SNES games for sale: *Mystic Quest* (US) £25, *Sim City* £15 (UK), *Mickey* (US) £25, *Asterix* (UK) £25. Or swap any one for Multitap or SN Program Pad. Ask for Kenny. Tel: (041) 639 3783.

● Striker for sale, boxed with instructions, mint condition £25. Sussex area. Tel (0273) 417912 after 4pm.

● SNES games for sale: English *SFII Turbo* £35, English *Mortal Kombat* £30, both in very good condition. Tel: (051) 638 9935 ask for Michael.

● Cheap SNES games! All with good boxes. All just £15 each! For example *Bart's Nightmare, Cybernator, Mortal Kombat, Prince Of Persia, Zelda* and others. Call Jarod on (021) 426 1945.

● Games for sale *UN Squadron* £15, *Prince Of Persia* £15, *Rock 'n' Roll Racing* £25, *The Chaos Engine* £25 for SNES, *Bonks Adventure* £15, *Joe And Mac's Jeep Jamboree* £15 for Game Boy all UK version. Tel: (0334) 474840.

● *Street Fighter II* (no box) for £25, *Striker* for £40, *Bomberman* and *Starwing* for £35. All for the UK version. Tel: (071) 639 3605. Ask for Richard.

● For sale: *SFII Turbo* and *Bubsy* £30 each, *Pilotwings, Super Soccer 2*. Buy all four and I'll give you an *SFII Turbo* adaptor free! Must be able to collect. Phone Neil on: (0782) 658666.

● Red hot offers! *Dragon's Lair* (93%) boxed with instructions, only £19. *SFII* (96%) with manual and game wallet, just £19! Both games for £35! Barg! Both games PAL and in excellent condition. Tel: (0582) 591597 and ask for Ben.

● SNES *Prince of Persia* (Jap) £15, *Mickey Mouse* (Jap) £14, Mega Drive *Muhammad Ali Boxing* (USA) £13, *Thunderforce 4* (US) £11. PC Engine titles. Wanted cheap SNES PAL Booster. Tel: (0602) 612713.

WANTED

● *Chessmaster* wanted urgently for Game Boy. Will pay up to £15 depending on condition. Please phone Owen on (0269) 850914.

● Need money for games? I will buy any good condition *Star Wars* toys especially carded figures and boxed vehicles/playsets. Please phone (031) 337 0086.

● Apollo joystick wanted. Will pay £30. Call Tim after 5pm on (0342) 323819.

● Wanted: *Brett Hull Hockey*. Will pay up to £40 with box and instructions. Tel: Roy (0932) 569608.

● Desperately wanted, Issue 1 of *Manga Mania* magazine. Willing to pay up to £10 depending on condition. Phone after 5pm.

● Wanted *Shadowrun*. I will pay £25 for good condition cart or will swap *King Arthur's World, Super Probotector, Mario IV* or *Super R-Type*. Must be UK or US edition. Tel: (0333) 310472.

● Wanted badly *August Masters 2, Augusta 1, Extra Innings 2*. Will swap my *Stunt Race FX* (US) for any two of the above games. Phone soon. Tel: (041) 554 7947.

● Wanted *Super SFII* (Jap). Will give *Super SFII* (US). Tel: (071) 254 8025.

● Manga or Anime videos wanted in exchange for Chinese films. Mostly excellent quality. Contact Raj: (021) 773 3102.

● Wanted: Game Boy. Must be in good condition. Will pay up to £15. Will pay up to £10 for games. Must be in the Maidstone area. Tel: (0622) 756071.

● Wanted: US SNES, two pads, *Starfox, Stunt Race FX, Mario Kart, Pilotwings* and PAL Booster. All US. Will pay fair price, contact Jamie on: (0227) 792105.

● Wanted *Thrash Rally* for Neo Geo. I will pay £100 for copy in good condition. Also wanted issue 54 of *EGM*. Also SNES games for sale. Tel: (0203) 402350.

● Wanted badly: *Final Fight UK* version for SNES. Will pay £35. Tel: (0924) 254135.

● Wanted *Super Puyo Puyo* (Jap). Must be boxed with instructions £25 paid. Also wanted cheap SNES games £10 paid. Tel: (0942) 515598.

● Honk Kong films wanted *J Chan, Chow-Yun-Fat, Jet Lee*. Swap for your films. Also PCB boards wanted,swap or sell for mine. Tel: (061) 336 2451.

MESSAGES AND EVENTS

● *Super Play* issues 1, 2 and 3. Absolutely mint with free gifts, £15. Each or all three for £40. Alternatively, will swap for a couple of decent games. Tel: (091) 526 8394.

● *Super Play* issues 1-16 for sale. Good condition and gifts – £35. Must be Staffs area. Tel: (0538) 723301 after 6pm.

● I have got a set of 12 *Street Fighter II* – polystone and resint. They're about three inches tall and are all hand painted in the true super deformed Japanese style. Only £25 ono. I paid £65. Tel: (081) 554 9251.

● *Super Play* issues 1-20 for sale. All in good condition, £25 (won't split). I'll pay the postage if you're in the UK. Tel: (0707) 322170.

● For sale! Anime meets graffiti on exclusive designed sweatshirts and T-shirts. Contact Craig on: (0977) 661566 for a free leaflet.

● Magazines for sale: *Mean Machines* (1-24), *NMS* (1-12), *CVG* (108-141), *Super Play* (1-7) plus Sega mags and many more mags including US and rare issues. Please phone for details. Tel: (0494) 431697.

● Want a pen pal? Want to choose from a large selection with interests similar to your own? If so contact Sam on: (0785) 851378 for address.

● I want a pen pal who's between 11-13, into manga and anime. Girl or boy. Tel: (0623) 797029.

● Hi! My name is Jason and I'm looking for pen pals to talk about anything and everything. Age 14-18, male or female. Tel: (0532) 861438.

● Magazines for sale, *Mean Machine Sega* 2-22, *NMS* 2-22, *CVG* 97-152, *Game Players Sega* and *Nintendo* March-June 1994 £2 each including first class p&p. Tel: (0642) 597017 and ask for Gary.

● Future magazines for sale, all mint condition. *Super Play* issues 1-3, 7-8, 10-17 £20. *TOTAL* issues 1-15, 17-20, 23, 25-27 £30 including binder.

● *Edge* issues 1-12 in case slip for £30. Postage extra. Sorry no splits or offers. Please tel: Ian (081) 876 9007 eves.

● *Super Play* issues 1-3, £15 each or £40 for all three. Issues4-7, £7 each or £20 for the lot. Call Mark (0438) 812554.

SWAPS

● My Atari Linx with eight games including California games, blue lightening, carry case, mains adaptor mint condition for three decent SNES games. Cardiff and Bristol area only.

● Hello! I have *Super Swiv* (UK) and will swap for *Sim City* (UK) instruction if possible. Tel: (041) 649 1038.

● I have *Turtles Tournament Fighters, John Madden '93*, and *FI Exhaust Heat*. I will swap for *Zombies* and *Mario Kart*. I have many more games. Tel: (0908) 583252.

● I will swap my *First Samuri* (VGC) for your *Bomberman, Mario All Stars* or *Zelda III*. Tel: (0293) 773135. Ask for David.

● US SNES wanted. Will give UK SNES and cash up to £25 and/or games if prefered. Tel: (0742) 497372.

● I will swap my *Starwing* (no instructions) and my *Pugsley's Scavenger Hunt* plus £5 (no box or instructions) for *Secret Of Mana*. Please tel: (0598) 763315.

● Will swap my *Cool Spot* (not boxed) for your *Starfox* or *Super Tennis* or sell for £20. Tel: (081) 594 1601.

● Swap my *Joe and Mac* or *Super Mario World* for *Cool Spot, Sim City* or *USA '94* (all UK games) or sell for £25 each. Tel: (0773) 825187.

● Urgently wanted – UK/US/Jap *Final Fight*. Will swap for my US version of *UN Squadron*. Jap *Final Fight* prefered. Tel: (0602) 513363 from 5pm-8pm.

● Hello! I'll swap *Mickey's Magical Quest* (UK) boxed with instructions in good condition for your *Mr Nutz* (UK) which has to be boxed with instructions. Tel: Daniel (0761) 417302 after 6pm.

● Will swap or sell *Super Probotector, Sim City, Alien 3, SFII Turbo* limited edition. Anything considered. All my games boxed with instructions, all UK. Tel: Ben (081) 200 5884.

● Amiga 500 + for sale or swap, some games and joystick. No stupid offers Tel: (0904) 481741 and ask for Dave.

● I have *Aladdin*, Action Replay, *Starwing*. I would like *Kikikaikai* or *Mystical Ninja 2* or *Secret Of Mana* or *Actraiser II*. Also *Mario Paint* £38, worth £60. Tel: (0443) 423862.

● Swap my *Starwing, Sim City, Mario Kark, Flash, Chaos Engine, Batman Returns, Secret Of Mana* or *Desert Fighter* for *Dragon Ball Z, Cybernator, Mega Man X* or any game similar to *Secret Of Mana*. Tel: Alex (0932) 821602 after 5pm.

● I will swap *Rock 'n' Roll Racing, Batman Returns* and *Cybernator* for *Mana, Super Metroid, Goeman* or *II, Shadow Run* or any other decent game. Tel: (0278) 782581.

● US SNES *Super Street Fighter*, Pro Adaptor and 11 games for Neo Geo and games. I will give cash if need be. Tel (0527) 597415.

● Swap Mega Drive games for SNES games (two for one), also MD, SNES and Amstrad mags. Tel: (081) 367 1183.

● SNES games to swap – *PGA Tour* and *Striker* for *FIFA Soccer* or *NBA Jam*. My two for one of yours. Tel: (0222) 860241.

● Swap my *Starfox* (US), *Sim City* (UK), *F1 Exhaust Heat 2* (Jap) and *Striker* (UK) for any good SNES games or sell for £25 each. First come, first served. Call Jon on (081) 883 5754.

● I Want to swap *Shadowrun* for *Wolfenstien £D* other games considered. N Ireland only. Tel: (0762) 330881.

● Will swap £400 of football magazines and stickers for *Mortal Kombat* (for the SNES) and *Desert Strike*. Tel: (021) 328 0633.

● Will swap my *SFII Turbo* (US) for your *Wolfenstein* (UK) or *Zelda III* (UK). I may pay more for good quality. Tel: (0833) 38585.

● Swap my Mega Drive with eight good games including *Virtua Racing* and *NBA Jam* for your CDI or CD32. Call Fred on (0865) 65962.

● I will swap *Pilotwings* (UK) or *Zelda III* (UK) for *Sim City* or *Desert Strike* (both UK). Please tel: (0429) 221674.

● Swap Jap games for the same US version. Will pay £5 for each. *Super Tennis, Super Mario Kart, Super Mario World* and *Super Castlevania*. Tel: (0943) 603802.

● I want US games of – *Sim Ant, Metal Marines, Irem Skins Golf, Secret Of Mana, Spectre*. Will swap with any of my 80 games. Tel: (0206) 240465 and ask for Ben.

● I will swap *Starwing* (UK) good condition for your *Mortal Kombat* or *Jurassic Park* or *Tournament Fighters*. Games must be boxed with instructions. Tel: (0222) 620000.

● Swap my (US) *Utopia* and (UK) *Castlevania IV* for *Secret Of Mana* or individually for any good games. Tel: (0622) 738008.

● Swap my *Tiny Toons Adventures* (UK) or *Addams Family* for any good games. Must be UK. Tel: James (0395) 516133.

● I will swap my Super Nintendo with 18 games for your Neo Geo with two or more games. SNES including two controllers and Action Replay. Tel: (0954) 230436.

● Hey you! Will swap my C16 with four games and tape head cleaner for your Atari Jaguar with at least one game. Must be in good condition. Tel: (0482) 224896.

● Swap my (UK) *SFII Turbo* for your (UK) *Mortal Kombat*. Must be boxed. Tel: (0866) 245123 between 6pm-7pm. Ask for flat 79.

● PAL PC Engine, two games, swap for US with PAL convertor. Tel: (0442) 244347. Ask for Gary.

● Free games swaps. Ask for my lists of old and latest games. May even sell some cheap! Tel: (021) 459 7576.

● Wow! UK SNES, two games (*Mario Kart, Zelda III*), two controllers game protector case and arcade control centre for your Amiga 600 with usual connection wires (London area.) All boxed. Tel (071) 738 4508.

● Will swap my *Dead Dance* (Jap) for your *Madden '94, Pocky & Rocky* or other good game. Tel: (03552) 36401 between 7pm-9pm and ask for John.

● *Final Fight* (US) for swap, anything considered especially *Boxing Legends Of The Ring, FIFA Soccer, NHLPA Hockey, Ninja Warriors, Goeman 2, Equinox, Sunset Riders*. US only please. Tel: (081) 301 1904.

● Sell *SFII Turbo* (Jap) £35 and *NHL '94* (US) £35 or sell both for a bargain £65. Tel: (0986) 873456 between 5-6pm.

● For sale Super NES £65 leads etc. All boxed. *Another World* £20, *Final Fight* £22, *Mario All Stars* and book £32, *Starwing* £15, *SFII Turbo* £38. Tel: Kev (0920) 877341.

● SNES games for sale. New and old (PAL and SCART) £20 each. Tel: (0270) 841336.

● Hey you listen to this I have 18 games all for sale. *Zombies* £25, *Alien 3* £25 and *Flashback* £28. Call Andy on: (0297) 560451.

● SNES games for sale! *Striker* and *Aladdin* £25, *Mystical Ninja* (US) £30. *Castlevania 4, Super Probotector, Super Tennis, Pugsley* £20, *SFII* £15. Tel: Staffs 382462.

● SNES games for sale *F-Zero, Super Tennis, Super Scope* – £30, *Super Kick Off, Ultraman, R-Type* for £20 – £25. Tel: (0737) 645851.

● *F-Zero* £20, *Tiny Toons* £23, IMP Street Winner II joystick originally £53.99 will sell for £27. Tel: (0789) 248282. Lots of other games too.

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EXCITABLE VIEWPOINT

PLAY BACK

This month in Playback: the wonders of next generation consoles; Nintendo's 32-bit console is stupid; Konami aren't the greatest; a tongue-in-cheek appeal for free gifts; a Kris and Tel correction; and lots more brain-vibratingly interesting issues raised and cogitated over.

'WHY, OH WHY'

This may be the last time I read your brilliant magazine, as I am now planning on selling my SNES and getting a 'future' console such as the 3DO or the Jaguar.

I've had a SNES for almost two years now, and I think that there are no decent games being released for it while the Jaguar and the 3DO have loads of graphically superb games to offer. I am writing to ask why, oh why aren't Nintendo releasing their Ultra 64 until '95? Surely, judging by the hype at the CES, the Ultra 64 is near completion, so why not bring it out as soon as possible? If Nintendo were, say, to release the 64 before Christmas, then I would probably wait for its release, instead of buying a different console.

Thank you for listening,
S McAlpine, Cumbria.

You're welcome S, although we must admit that it wasn't until we actually starting *reading* that we got anywhere, but still. We can't blame you for thinking ahead but have to say that your belief in the 3DO and Jaguar is overly optimistic. We have the luxury of playing all new Jaguar and 3DO titles because of our natural links with other Future mags such as *Edge*, and have found only the likes of *3DO Road Rash* and *Aliens vs Predator* or maybe *Tempest 2000* on the Jag to come close to fulfilling either machine's purported potential. Also, it's worth noting that the current widespread belief in the Saturn and Play Station is somewhat misguided. They are undoubtedly terrific machines but expectations are too high. If the Play Station version of Ridge Racer is perfect – and we mean *perfect* – then we'll eat Neko raw. Lower your expectations or prepare to be a trifle disappointed.

You're writing off the SNES prematurely – have you actually played Super Metroid yet? Or *Stunt Race FX?* Or *Mortal Kombat II?* And have you been following the *Donkey Kong Country* or *Final Fantasy III* news? Also, is 'graphically superb' your prime consideration when judging software? If it is you're missing out on some of the greatest games ever created. Our advice is to wait and see if the other machines pick up enough support to give them a guaranteed future. At the moment it's not happening to the degree which you obviously believe. Stick with your SNES for the time being and enjoy a selection of games which knock most next generation titles into a cocked hat.

A home version of the Ultra 64 is, in fact, some way off – the version we saw at the CES was essentially a custom board mounted with some heavy-duty SGI chips, inside an inconspicuous casing. The 'guts' are just about ready to roll for use in arcade machines, but the conceptual styling of the home version is still some way off. Besides, what's the point of releasing a machine without a clutch of incredible software to go with it? It's an age-old problem and one that's happening to the Jaguar right now. Bear it in mind.

'HALF A BRAIN CELL'

Nintendo are all very good and everything but isn't it a bit of a stupid move to bring out this 32-bit console? So the games may be on CD which would make them a lot cheaper (hopefully) but isn't it just a stab at new 32-bit consoles like the 3DO? I mean, everyone with half a brain cell or more would probably wait for the Ultra 64 wouldn't they? I certainly would! Which companies apart from Nintendo would program games for it?

Yours faithfully,
Owen Burgogne,
Callington, Cornwall.

Nintendo's two machine situation is an intriguing one. What you have with the Ultra 64 is primarily a Nintendo of America project. Its chipset was developed by the American-based Silicon Graphics and Williams, the guys behind *Mortal Kombat/NBA Jam* are from out of the good old US of A and, along with Rare, are the chief third-party developers working on the machine. On the other hand you have the 32-bit 'VR' machine which is being crafted in Nintendo's development HQ in Japan. The apparent willingness to allow both machines to co-exist stems from the fact that the software type of the 32-bit machine is one of immersive virtual reality games. Not your *Killer Instincts* or *Cruis'n USAs* but more likely software such as ultra-sophisticated *Doom*-esque experiences which, as we've already reported, will play and feel unlike any other home games. So it seems that Nintendo as a whole don't see the machines ever coming into conflict with each other because each machine won't be trying (or perhaps even be able) to do what the other is. The whole set-up may sound messy at this stage and, depending on other next generation consoles, the 32-bit machine may never actually appear at all. Remember the Super CD-ROM...

THE SUPER PLAY INTERESTING-O-METER

What rules and what, like, sucks, heh heh.

HOT

- The direction in which SNES software should be going
- Just how important blood and gore in games is to you and why

NOT

- Moaning over Lisa's departure
- Next generation machines
- Next generation software

'HAS BEEN AROUSED'

The recent release of several cruddy Capcom games has stirred a debate about whether Capcom really are the top quality games maker that they are made out to be. You said recently that Capcom's success has been aroused by the *Street Fighter II* games and really they are no match for the experts at Konami. Well for a start I would like to say that I agree that Capcom have only really made one (set of) decent game(s): *SFII*.

However, I really must say that I am not at all impressed by the games that Konami have produced either. Why? Because 90% of them are too short. *Sunset Riders* is a good example, as is *Batman Returns*, *Probotector* and *Cybernator*. Another thing that annoys me is the fact that others are too easy: *Super Parodius*, *Turtles In Time* and *Tiny Toons* are all proof of this. Admittedly the actual gameplay is perfect in most of the games I have mentioned, but this just annoys me even more because they seem to end even quicker! Konami have produced some great games, though, like *Turtle: Tournament Fighters*. But (though I love it) this is isn't classic game.

Therefore I must say that although Capcom are by no means perfect, nor are Konami. So I suppose that the best software company is Nintendo, who, although they've made some duffers, have made true classics like the *Mario Collection* and *Super Metroid* (which, incidentally, laughs at *Mega Man X*). Anyway I just thought I'd tell you what I think of Capcom et al and I have, so I think I'll be off...

Yours sincerely,
Steven Lane, Ware, Herts.

We've had an enormous amount of mail regarding Capcom and the general opinion is that apart from *SFII* (and sequels), they no longer

ENVELOPE ART!

Another gargantuan heap of envelope art was stuffed into our eagerly-waiting pigeon-hole this month. And it keeps getting better! Cast your peepers over this lot, then pick up your drawing implements and have a bash yourself. Mark your entries clearly: 'Envelope Art'.

Wow – violence and some great expressions all feature in this cracking piece of art from Tayo Ojutiku of London. More please!

The winning envelope art this month is from Graham Hall of South Shields. His superb *Mega Man* montage must have taken ages to put together but – hey – it was worth it. Great stuff.

Carloantonio Vera Luna of Mexico sent in a rather cheeky *Super Play* cheerleader.

We don't know who sent in these characters from *Tetris Battle Gaiden* but we certainly liked them.

Left: An original piece from Yan Fu Cheng who hails from Ipswich. How about some more Yan, something a bit bigger perhaps?

have much to offer the average SNES owner. Our praise of Konami is based on their superior knowledge of the SNES and the way they make it perform minor miracles. There's still nothing to touch *Axelay* when it comes to the jaw-drop factor and Nintendo themselves have only just begun to rival Konami's ability to design and manipulate boss characters with their incredible *Super Metroid* finale. Yes, Nintendo have honed the art of game design – and playability as a consequence – to degrees unmatched elsewhere and we applaud them for it, but Konami have been the more prolific supplier of high quality goods and we support that just as much.

The Konami game difficulty/durability factor is something which, as you'll already know if you're a regular reader, has bothered us for a long time. Indeed, one of this month's big games, *Sparkster*, suffers from a default setting which won't stall a talented player for long. But surely that's what difficulty settings are for – to enable every grade of player to get their money's worth.

And you didn't make any mention *Castlevania* or *Mystical Ninja* which, alongside *Probotector* we feel, are very much classic NES titles.

'HIGHLIGHTS'

I believe your view of the Spectrum in many instances is unfair, it was groundbreaking and the games were genuinely good, original and playable.
Rik the Insane Beep Beep, Liverpool.
It's not our view of the Spectrum – Tony still has a collection of 8-bit computers including Sir Clive's crowning glory, which he still holds close to his heart – it was the reference to *The Incredible Shrinking Fireman*. It's not the sort of material we want to see on the SNES, that's all.

I do like Lisa (not *Super Play's* Lisa). I didn't say anything about a cover-up to anyone. I am steaming over these childish, irresponsible, pathetic, preposterous lies.
Chris Jones, Wtchgwyn, Clwyd.
Er, right. We hope that clears everything up.

If Wil is such a wiz at games, why doesn't he review some if them? Or is too much of his time taken up producing artwork?
Matthew Allen, West Ewell, Surrey.
No, it's taken up playing games. He's a pad-hogger is our Wil.

Gamefreak is an invitation for sad and lonely Billy-no-mates to put pen to paper and spout some dribble that's just bursting to get out of their balaclava-covered mind.
Matthew Rowbotham, Tickhill, Doncaster.
So is Matthew right? Do you people who write to Gamefreak really wear balaclavas? We'd like to know.

It would be fun to see Mr Miyamoto and Gumpei Yoko getting grilled by old Roger ho! ho!
A Roger Cook fan who doesn't live in Cheltenham (apparently).
Fun, but rather unlikely. We don't think even the Cookmeister could get past Nintendo's legendary security.

Can Capcom actually count to three? I'll help them: one – two – three!
Ashley Letchford, East London.
We suspect it's not just counting they need help with.

MY TV IS BUGGERED'

I was intrigued to read Jim Lightfoot's letter (*SP*22) about background music. I must admit I also feel you have difficulties describing it in your reviews. Along with a video cassette or CD could you also strap on a video recorder and CD player to the front of the magazine? This way even paupers like me could hear the great sound effects of *Pitfighter* or other games with similar sonic works of art.

I would also be grateful if you and your team could get together and hum or whistle the *Mario Kart* them and record it on cassette for me 'cos the volume control on my TV is buggered and I believe I am missing out on part of this game. Many greetings from Germany,
Steve, Maidenhead.
Steve, you are indeed a wag of not inconsiderable proportions. But what's all this greetings from Germany stuff when you live in Maidenhead, eh?

'INSIDE HIS FRIDGE'

I quote, 'Even *Starwing 2, Stunt Race FX* and *Vortex* are essentially western developed game given a Shigs polish.'

It's all lies! *Vortex* is the work of a strictly western development team. I suppose I should feel flattered that my hard work is compared to Miyamoto's but how about some news about us home grown designers?

For years I have been in the wilderness, my special talents ignored by the industry giants. Facing all sorts of opposition and abusive comments like 'So, you're too crap to be a programmer are you?' I was eventually found by Jez breaking into his house. When asked what exactly I was doing in his house, I had to confess that in my desperate attempts to become a designer I was forced to assume the identity of an industry mogul. Jez decided to place me inside his fridge while he called the local police. While in there I was hit on the head by a year's supply of Pepsi Max which led to immediate concussion. The police were not convinced about Jez's side of the story when finding an unconscious body stored in the fridge. Jez was immediately arrested and to this day I believe is still inside Wakefield prison.

For my crimes I became the designer on the SNES Super FX game *Vortex* and if you think I am going to lie down after the above comment you are grossly mistaken. Just remember, if you find me inside your house in the middle of the night, it could be your job I'm after. Sleep tight.

I would like to thank the following for the creation of what we hope will be a great game:
Mike Powell – programming guru and lover of fast cars.
Alistair McNally – dreamy landscapes and other such delights.
Justin Scharvona – the C64 is alive and living in my SNES.
Pete and Carl – the techno twins
Martin Simpson – for making it come from behind
Steve Robertson – for making sure it played like a winner
Jacko – love and kisses from us all.

Nic Cusworth 1 : *Super Play* O
Keep up the good work,
Nic Cusworth, Designer, Argonaut Software.
Phew. It's a good thing that we don't actually write Blabbermouth but instead tap Kris and Tel's phone lines for the information isn't it? Otherwise it could have been embarrassing. Still, software developers, eh? Mad, the lot of 'em.

'REWRITE THIS ARGUMENT'

Can anyone tell me the point in the firsthand games market? In Japan games are much cheaper because they will sell in higher quantities. Over here they don't seem to sell as well so are more expensive to maintain their profit margins. What every body seems to be ignoring is the fact that of the games were cheaper, people would buy more. Because of the cost of games I now purchase all my games second hand. Recently I acquired *Flashback, Bomberman* and *Sensible Soccer* for £25 each – all of these games have been rated over 90% in your magazine.

If you rewrite this argument slightly, you are left with the one regarding the virtual absence of RPGs in the UK. I liked *Zelda*, and would love to play *Mana* and *FFVI* but cannot afford adaptors or the price of games.
Ciao.
Nemo, Rosyth, Fife, Scotland.

KINDLY LEAVE THE STAGE

No matter what we say, you'll keep sending in your, ahem, 'jokes' regardless. So we'll keep printing them – who knows, they may be making somebody somewhere chuckle. Oh, and stop sending rude ones. It's naughty.

A farmer woke one morning to find all his cows frozen. As he stood in the field, a woman approached and laid her hands upon each cow. As they came back to life, the farmer said 'How can I ever thank you, what's your name?', 'Thora Hird' replied the woman.
Rating 0/10
Helen Penn, Aylesbury, Bucks.

Q Is camping loitering within tent?
Rating 1/10
James Beggs, Belfast.

What do you call a judge with no fingers?
Just his thumbs.
Rating 0/10
William McConnell, Belfast.

Mary had a little lamb, and the midwife fainted.
Rating 1/10
Mark Fraser, Hereford.

Get 5/10 or above for your joke and you win yourself a stupendous *Super Play* T-shirt. Kindly Leave The Stage, *Super Play*, 30 Monmouth Street, Bath BA1 2BW.

'SOUNDING VERY STALE'

With pop music sounding very stale these days more people are turning to game music. In my opinion the numerous dance tunes that occupy the present charts don't measure up to the likes of Yuzo Koshiro's *Actraiser*, Hiroshi Kikuta's Secret of Mana, Masanoori Odachi and Souji Jaro's *Castlevania IV* and Tim Follin's *Plok!* and *Equinox* musical scores.

It's not just Super Nintendo music that's good – Y's *I* and *II* on the PC Engine are smart and what can compare to Tim Follin's LED *Storm* and *Ghouls 'n' Ghosts* or Chris Hülsbeck's *Turrican* on the old 4 channel Amiga?

With such an assortment of skill soundtracks around it's hardly surprising that game music is catching more and more people's attention, and with some games having their own music CDs (usually jazzed up versions of the originals) you don't even need a games machine to appreciate them. The downside to this is they can be expensive (£30 is common) but anyone who's listened to the Dracula New Classics CD (*Castlevania*) will tell you it's worth every penny.

Best regards
Seth Eagles
Gwynedd, North Wales.

You're right, pop music is becoming ridiculously derivative at the moment. You're right with your choice of game music too – the tracks you mention are stunning. But how many actually *prefer* game music to the flexibility of the real thing? Surely a diet of pure game music is, well, a bit limiting? Let us know what you think. And thanks for the tape Seth, we've actually got it playing right now.

The point of the firsthand games market is that thousands of SNES owners want to buy new titles the moment they are released and aren't willing to wait until someone else has bought the title, exhausted its value and trading it in or whatever. Also, many people enjoy the pristineness that only a fresh, cling-wrapped box can offer – they aren't willing to put up with the risk of getting an instruction manual with someone else's coffee stains on it. And of course, there's the obvious fact that you need a firsthand games market in order that a second-hand games market can exist. Don't get us wrong – the second-hand games market is a good thing, but it isn't for everyone.

The RPG issue isn't based on prices, we believe, but merely a lack of interest in UK gamers' needs currently demonstrated by publishers over here.

'ARRIVE IN SNES LAND'

I would like to put forward my opinion about cart prices. Everyone these days is saying that the prices Nintendo and Sega charge are too high. I, however, am on the side of the manufacturer. Nintendo will sell at the price where they make the greatest profit, where supply meets demand, or the 'equilibrium price'. If Nintendo don't make their profits where does the money for research come from? High prices means new products and more games in development. There are mechanisms for acquiring cheap games, such as part-exchange, swapping with friends (or even foes), and renting third-party games from Blockbuster Video. Although you can't build up a large collection you can play new games without having to spend lots of money.

Now I've had a go at soap-boxing could you please use your huge knowledge to answer a couple of questions:

1. Are Sony going to be mean and keep *Ridge Racer* just for the PS-X, or might it eventually arrive in SNES land?
2. With lots of new consoles entering the marketplace will there be lots more magazines to cater for them, therefore more jobs? (It's not too difficult to figure out why I want to know that one, eh?)

Thank you.
Chris Neale, Broadstone, Dorset.

Blimey, someone supporting Nintendo's price policy, this *is* a novelty. While we understand that Nintendo are out to make as much cash as possible – that's the prerogative of any business – we feel they've perhaps lost touch with the wallet size of their average customer. The current price of SNES software means that the only stuff which makes it into the console top ten charts are games like *FIFA*, *Metroid* and *R 'n' R Racing* – universally acclaimed 'premium' titles. Releases such as *Hyper V-Ball* and *Metal Marines* don't sell nearly as well because gamers haven't got £50 to pay for games which aren't quite there in quality terms. If software were cheaper then a wider range of games would sell in big numbers, it's that simple.

In answer to your questions:

1. Namco is the company behind *Ridge Racer* (Sony manufacture the Play Station) so if it happened, they'd be the people to do it. However, you only have to look at Namco's current SNES lineup – *Pac-Man 2*, *Pac In Time* and *Prime Goal 2* – to see that their interests lie in original products (if indeed any *Pac-man* game could be deemed original as such) rather than arcade conversions. So it's highly unlikely, even bearing in mind the obvious technical limitations, that *Ridge Racer* will ever hit the SNES.
2. You'll already be aware of *Ultimate Future Games* but don't hold your breath waiting for its like to appear elsewhere. Publishing houses are being as edgy as potential machine buyers are in waiting to see if the market develops before they dip their toes in. New machine-dedicated magazines won't be around for a while because of the amount of time it will take to build the potential readership.

'SPOTTING A GREEN'

I really must disagree with you about Spectre. Years ago I played this a little bit on the Mac and thought it was alright in comparison to other rubbish like *Kingyo*. But look at all the others games, *Lemmings*, *Another World*, *Pathways Into Darkness* and, for example, *Super Maze Wars*. After reading your very complimentary review in issue 21 I bought a copy. I found that the game had barely changed at all and that it is repetitive with terrible sound FX and bleak, basic graphics. I agree that it is playable, if you get an adrenaline rush from spotting a green block in front of you. If anyone at Gametek reads this, please do not bother to release the sequel, Spectre Supreme.

Yours sincerely,
Jonathan Wright, London SE.

It's unlikely that Spectre Supreme will get released, as we gather Spectre hasn't been quite the hit which our review may have predicted. The problem with a review of any product is that it is based an the opinion of an individual and, of course, differing opinions are often unavoidable. *GamesMaster* magazine, for example, gave Spectre 43%, clearly indicating that one man's meat is another man's cauliflower, or something. We're becoming increasingly aware of this fact and you'll notice that more reviews now include comments from more than one person. We hope it helps.

'I HEAR YOU CRY'

Why don't software companies release a 'compilation cart' of all their old games? For example, Nintendo could release *F-Zero*, *Super Tennis* and *Zelda* all on one 24 meg cart. Too expensive? Nope, *Super Metroid* costs £50 and that includes development cost and BB. People are bound to have one of the aforementioned games I hear you cry, probably (*Well, no, actually – Ed*), but what a great budget SNES pack it would make for the first time buyer. Picture this: a SNES, one pad, three games; £89.99. Ideal for the new console owner and ideal for the big N to squeeze some more money out of the three.

Yours sincerely,
Richard Melville, Exeter.

Congratulations on the most sensible idea we've received in ages. One reason why Nintendo may not be so keen, however, is that the games you mention are still on general release despite their age and bringing Nintendo in a steady stream of cash thankyouverymuch. And, of course, Nintendo aren't reknowned for taking the logical route in their marketing strategies so don't hold your breath.

Don't hold back with your ideas Richard: how about some which will make *us* a great pile of green stuff?

'WAIT AEONS'

I disagree with you saying it was pessimistic of Daniel Boucher to be frustrated with having to wait aeons for an official UK release. It's very easy to say wait for the UK release – you've already got the game on import. I don't believe it's right having to go and buy an import copy at inflated prices just to play it.

Yours,
Neil McAlister.

You have a fair(ish) point. The person who answered the letters last month has subsequently been reprimanded with a large misshapen radish for not sharing Daniel's feelings on this matter and won't be let loose on Playback again. However, your 'inflated prices' argument doesn't really stand up: our pals up at Zap Computers are selling the US version for £54.99, which isn't that far from the official £49.99 UK version.

WRITE NOW!

These pages are for *you*. Don't hold back – let us know what's on your mind; our squeaky door is always wide open...

PLAY BACK,
SUPER PLAY,
30 MONMOUTH STREET,
BATH BA1 2BW.

WHAT CART?

KEY — The guide to *Super Play*'s percentage scoring method.

90-100% — Why haven't you got all these? Go on – buy them!

70-89% — Now these are worth considering, definitely.

0-69% — Most of these are best left on the shelf, we reckon.

	NAME, PUBLISHER	%	BRIEF DESCRIPTION
SP2	**ACROBAT MISSION (JAP)** *Teichiku*	38%	Despicably feeble vertically scrolling blaster. Avoid.
SP9	**ACTION PACHIO (JAP)** *Coconuts Japan*	42%	Boring and slow *Sonic* lookalike.
SP2	**ACTRAISER (JAP/US/UK)** *Enix/Quintet*	90%	Great combination of strategy and platform action.
SP16	**ACTRAISER 2 (JAP)** *Enix*	69%	Flashy presentation, but a disappointing step backwards.
SP1	**THE ADDAMS FAMILY (JAP/US/UK)** *Ocean*	82%	Enjoyable mix of puzzle, adventure and shoot -'em-up.
SP7	**THE ADDAMS FAMILY 2 (JAP/US/UK)** *Ocean*	90%	Huge, gorgeous-looking and fun platformer.
SP7	**AEROBIZ (US)** *Koei*	69%	Well-presented, but over-serious, airport management sim.
SP13	**AERO THE ACROBAT (UK)** *Marubeni*	84%	Fun platformer with functional graphics and huge levels.
SP15	**ALADDIN (UK)** *Capcom*	81%	Great to look at and very involving, but it's over too quickly.
SP18	**ALCAHEST (JAP)** *Squaresoft*	69%	A great looking slasher/blaster with clever power-ups.
SP15	**ALFRED CHICKEN (UK)** *Mindscape*	83%	Packed levels and a great central character.
SP9	**ALIEN³ (US/UK)** *Acclaim*	84%	Big and accurate movie conversion with great cosmetics.
SP6	**ALIENS VS PREDATOR (JAP)** *IGS*	28%	Unoriginal beat-'em-up. Neat idea but dire gameplay.
SP3	**AMAZING TENNIS (JAP/US)** *Absolute Entertainment*	80%	Looks nice, but the graphics restrict your view of the action.
SP22	**ANDRE AGASSI (US)** *Tecmagik*	52%	Beaten in straight sets by *Super Family Tennis*.
SP1	**ANOTHER WORLD (UK)** *Interplay*	81%	Superb graphics and varied action, but it's a bit short.
	ARCANA (JAP/US) *HAL*	65%	RPG which sounds good in principle, but is dull in practice.
SP13	**ARCUS ODYSSEY (US)** *Renovation*	57%	Bodged RPG/shoot-'em-up with virtually no gameplay.
SP1	**AREA 88 (JAP)/UN SQUADRON (US/UK)** *Capcom*	91%	Exciting and brilliantly designed scrolling shooter.
SP15	**ART OF FIGHTING (JAP)** *Takara*	56%	Dull, unbalanced beat-'em-up with flat backgrounds.
SP5	**ASSAULT SUITS VALKEN (JAP)** *NCS Masiya*	91%	A brilliant, Japanesey shoot-'em-up with lovely graphics.
SP11	**ASTERIX (UK)** *Infogrames*	70%	An unoriginal but bright and cheerful platformer.
	ASTRAL BOUT (JAP) *A-Wave*	40%	Decent-looking wrestling game with dodgy gameplay.
SP20	**ASTRO GO! GO! (JAP)** *Meldac*	51%	A poor attempt to copy *F-Zero*.
	AUGUSTA MASTERS 3D GOLF (JAP) *T&E Soft*	79%	Graphically good golf game which plays okay.
SP2	**AXELAY (JAP/US/UK)** *Konami*	85%	Uninventive gameplay, but the graphics are gorgeous.
SP1	**BART'S NIGHTMARE (JAP/US/UK)** *Acclaim*	86%	Challenging, pretty and funny collection of sub-games.
SP7	**BATMAN RETURNS (JAP/US/UK)** *Konami*	87%	Straightforward, but beautifully realised, movie licence.
	BATTLEBLAZE (JAP/US) *Sammy Corp*	42%	Beat-'em-up which looks and sounds okay, but plays awful.
SP19	**BATTLE CARS (US)** *Namco*	73%	*Mad Max*-style racing. Disappointing two-player mode.
SP3	**BATTLE CLASH (US/UK)** *Nintendo*	48%	Super Scope game with a fatal lack of variety.
	BATTLE GRAND PRIX (JAP/US) *Naxat*	56%	Cumbersome driving game with a useless overhead view.
SP16	**BATTLETOADS DOUBLE DRAGON (US)** *Tradewest*	37%	A simple and incredibly boring scrolling beat-'em-up.
SP11	**BATTLETOADS IN BATTLEMANIACS (US)** *Tradewest*	80%	A fun beat-'em-up with loads of moves and fab animation.
SP23	**BEAUTY & THE BEAST(JAP)** *Hudson West*	71%	Stunning graphics, but disappointing gameplay.
SP5	**BEST OF THE BEST (JAP/US/UK)** *Electro Brain*	50%	The kick-boxing action here will soon get tedious.
	BIG RUN (JAP) *Jaleco*	34%	Driving game with dire graphics and virtually no gameplay.
SP8	**BIO METAL (JAP)** *Athena*	71%	Unoriginal and marred by slow-down, but challenging.
SP7	**THE BLUES BROTHERS (JAP/US)** *Titus*	68%	Fairly nice platform romp with a spurious film connection.
SP8	**BOB (US/UK)** *Electronic Arts*	54%	Awkward-to-control and average-looking platformer.
	BOMBUZAL (JAP/US)/KA-BLOOEY (US) *Kemco*	48%	Well-designed puzzler with dull graphics and gameplay.
SP14	**BOXING LEGENDS OF THE RING (UK)** *Electro Brain*	87%	Fab boxing game with variety and knockout graphics.
SP4	**BRASS BOSS (JAP)** *Lazersoft*	56%	Decent graphics, but basically just another beat-'em-up.
SP24	**BREATH OF FIRE (US)** *Capcom*	80%	Accessible but lightweight *Final Fantasy*-style RPG.
SP16	**BRETT HULL HOCKEY (UK)** *Accolade*	78%	A competent, well-constructed and enjoyable game.
SP10	**BUBSY (US)** *Accolade*	77%	Pretty and playable, if unadventurous, platformer.
SP19	**BUGS BUNNY: RABBIT RAMPAGE (US)** *Sunsoft*	58%	Just another mediocre platformer.
SP5	**BULLS VS BLAZERS (JAP/US)** *Electronic Arts*	83%	Good, solid and accurate basketball game.
SP4	**CACOMA KNIGHT (JAP/US)** *Datam*	36%	Tedious *Qix* copy with attractive graphics, but little else.
SP7	**CAL RIPKIN JR BASEBALL (US/UK)** *Mindscape*	70%	Atmospheric, but awkward to play, and ultimately boring.
SP1	**CAMELTRY (JAP)/ON THE BALL (US)** *Taito*	52%	Ball-in-maze-type puzzler which is too easy.
SP13	**CAPTAIN AMERICA (UK)** *Mindscape*	30%	Beat-'em-up with duff graphics and crap collision detection.

SUPER PLAY'S GAME LIBRARY

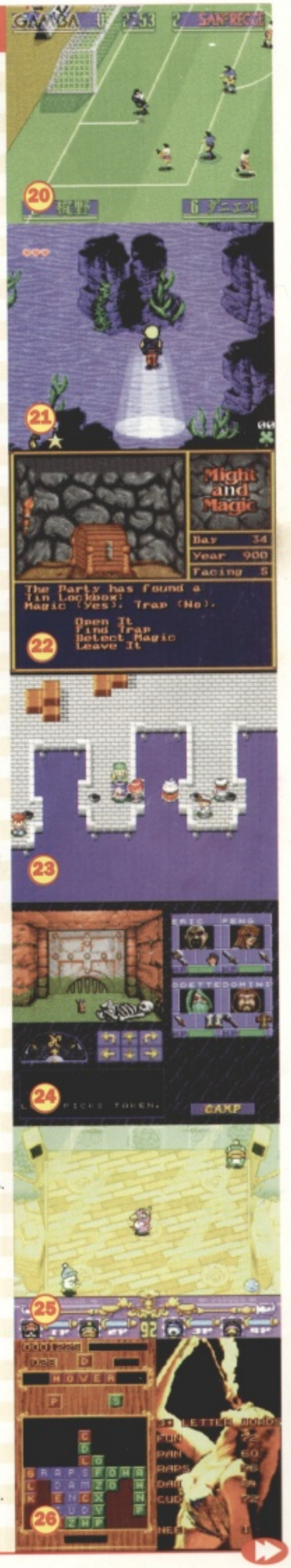
WIN! WIN! WIN! WIN! WIN! WIN!

Another month, and another 'What Screenshot?' competition. As before, just study the numbered pics on all seven What Cart? pages and then write down which games they come from (in order). Piece of cake! Then send your answers to: What Screenshot? Compo 3, *Super Play*, 30 Monmouth St, Bath BA1 2BW. Remember, the winner gets a *Super Play* goody bag. Closing date is 16 September 1994.

	NAME, PUBLISHER	%	BRIEF DESCRIPTION
SP5	CAVEMAN NINJA 2 (JAP) *In-house*	58%	*Joe And Mac* sequel. Fiddly gameplay and titchy sprites.
SP13	CHAMPIONSHIP POOL (UK) *Mindscape*	78%	If you must play pool on the SNES, then go for this game.
SP19	CHAMPIONS WORLD CLASS SOCCER (UK) *Acclaim*	66%	Ryan Giggs likes it, but we're not so keen.
SP7	CHESSMASTER (US/UK) *Mindscape*	55%	It plays chess all right, but the interface is badly designed.
SP6	CHESTER CHEETAH (JAP/US) *Kaneko*	58%	Bright, colourful platform game which lacks challenge.
SP18	CHOPLIFTER 3 (UK) *Ocean*	80%	A nostalgic helicoptery shoot-'em-up.
SP4	CHUCK ROCK (US/UK) *Sony Imagesoft*	61%	Imaginatively-designed platform game, but it's dull.
SP14	CLAY FIGHTER (UK) *Interplay*	85%	Lovely graphics which the gameplay can't quite match.
SP12	CLAYMATES (US/UK) *Interplay*	79%	Innovative and fun beat-'em-up, but it's too easy to finish.
SP16	CLIFFHANGER (UK) *Sony Imagesoft*	22%	A fourth-rate and wholly derivative game.
SP7	CLUE (US) *Parker Brothers*	46%	Unnecessary conversion of the *Cluedo* board game.
SP5	COMBATRIBES (JAP/US) *Technos*	57%	Dull platform blaster. No imaginative levels or weapons.
	CONTRA 3 (US)/CONTRA SPIRITS (JAP) *Konami*	90%	Superb platform blaster with excellent two-player action.
SP14	COOL SPOT (US) *Virgin*	82%	Looks snazzy, but the platforming fun is short-lived.
SP8	COOL WORLD (US/UK) *Ocean*	52%	Gorgeous film-based graphics, but where's the gameplay?
SP3	COSMO GANG (JAP) *Namco*	70%	Fun two-player shoot-'em-up, but infinite continues spoil it.
SP7	COSMO GANG: THE PUZZLE (JAP) *Namcot*	58%	Colourful *Tetris*-inspired puzzler that soon gets dull.
SP5	CYBERNATOR (US) *NCS Masiya*	91%	See *Assault Suits Valken*.
SP15	DAFFY DUCK (UK) *Sunsoft*	65%	Nice-looking and quite fun to play, but it's too derivative.
SP14	DARIUS FORCE (JAP) *Taito*	70%	Loads of baddies, but a curious lack of weapons.
	DARIUS TWIN (JAP/US) *Taito*	74%	Nice-looking shooter, but it lacks challenge and levels.
SP8	DEAD DANCE (JAP) *Jaleco*	78%	Beat-'em-up with lots of moves and well-balanced fighters.
SP4	DESERT STRIKE (JAP/US/UK) *Electronic Arts*	90%	Addictive overhead-view strategic shoot-'em-up.
SP8	DEVIL'S COURSE (JAP) *T&E Soft*	80%	The craziest golf game you're ever likely to see. Quite fun.
	D FORCE (JAP/US) *Asmik*	22%	Possibly the worst blaster on the SNES. Disgraceful.
SP1	DINOSAURS (JAP/US) *Irem*	83%	Too-easy platformer with fab graphics and lots of humour.
	DIRTY CHALLENGER (JAP) *Yutaka*	34%	Yet another dire wrestling game with unimpressive moves.
SP10	DORAEMON: WORLD OF FAIRIES (JAP) *Epoch*	56%	Cute-looking RPG with little gameplay under the surface.
SP15	DR FRANKEN (UK) *Elite*	58%	Unengaging, unoriginal platformer with sluggish gameplay.
SP10	DRACULA KID (JAP) *Naxat*	82%	An imaginative and very cute platform game.
SP21	DRAGON (UK) *Virgin*	88%	A different sort of fighting game. And tough enough to last.
SP8	DRAGON BALL Z (JAP) *Bandai*	73%	Original beat-'em-up with lots of moves and fab graphics.
SP17	DRAGON BALL Z 2 (JAP) *Bandai*	75%	All the appeal of the first game, but it doesn't last long.
SP1	DRAGON'S LAIR (US/UK) *Elite*	82%	Dreamy looks and great gameplay, but can be frustrating.
SP4	DRAKKHEN (JAP/US/UK) *Kemco*	64%	Boring RPG with okay graphics, but awful combat system.
	DREAM PROBE (US) *Riot*	33%	Bland platform beat-'em-up with lots of Japanese text.
SP12	DUNGEON MASTER (US) *JVC*	88%	Inventive, packed with detail and great fun to play.
SP7	EVIL SWORD (JAP) *Datam Polystar*	55%	Colourful, bizarre and not very exciting slice-'em-up.
SP13	EVO: SEARCH FOR EDEN (US) *Enix*	47%	Evolution sim with graphics that could try harder.
SP2	EXHAUST HEAT (UK) *Ocean*	69%	A reasonably sound driving game.
SP18	EXHAUST HEAT II (JAP) *Seta*	83%	Fast, fun racing game with nice parallax, but some judder.
	EXTRA INNINGS (US) *Sony Imagesoft*	64%	Baseball game with cute characters and slick action.
SP21	EYE OF THE BEHOLDER (US) *Capcom*	52%	Dated and very dull RPG.
	F-1 EXHAUST HEAT (JAP/US/UK) *Ocean/Seta*	69%	3D racer with small cars and little warning of corners.
SP15	F1 POLE POSITION (UK) *Ubi Soft*	83%	Weird controls and average graphics, but great driving.
SP8	F1 GRAND PRIX PART II (JAP) *Video System*	52%	Viewed-from-above racer which is fun if you persevere.
SP3	FACEBALL 2000 (JAP/US) *Bullet-Proof Software*	54%	Slow, jerky and confusing 3D maze shoot-'em-up.
SP9	FAMILY DOG (US/UK) *THQ*	39%	Dull and frustrating platformer with unwieldy controls.
SP9	THE FANG OF EDO (JAP) *Micro World*	49%	This scrolling slash-'em-up looks okay, but is boring.
SP4	FATAL FURY (JAP/US) *Takara*	76%	*SFII* copy which looks good and plays fine.
SP19	FATAL FURY 2 (JAP) *Takara*	79%	A fun beat-'em-up, but it's not nearly as good as *SFII*.
SP20	FIFA INTERNATIONAL SOCCER (UK) *Ocean*	89%	A fantastic conversion from the Mega Drive.
SP22	FIGHTER'S HISTORY (JAP) *Data East*	85%	Packs a surprisingly good punch.
	FINAL FANTASY II (US) *Squaresoft*	86%	Graphically basic, but lovely music and an involved quest.
	FINAL FANTASY IV (JAP) *Squaresoft*	86%	See *Final Fantasy II*.
SP3	FINAL FANTASY: MYSTIC QUEST (US) *Squaresoft*	79%	Role-playing for beginners. Fun, involving and cheap.
SP1	FINAL FIGHT (JAP/US/UK) *Capcom*	86%	Brill graphics and lots of variety, but no two-player mode.
SP10	FINAL FIGHT 2 (JAP) *Capcom*	75%	As before, with a two-player mode, but no challenge.
	FINAL FIGHT GUY (JAP) *Capcom*	83%	Pointless *Final Fight* sequel with a new main character.
SP19	FINAL STRETCH (JAP) *LOZC*	73%	Brilliant 3D scrolling, but disappointing racing.
	FIRE DODGEBALL (JAP) *Sunsoft*	45%	Based on an imaginary sport, this is very basic.

	NAME, PUBLISHER	%	BRIEF DESCRIPTION
SP11	FIRST SAMURAI (UK) *Kemco*	80%	Platform beat-'em-up with loads of playability.
SP15	FLASHBACK (UK) *Sony Imagesoft*	91%	A bit linear, but it's involving and the graphics are great.
SP20	THE FLINTSTONES (US) *Taito*	54%	Nice graphics, shame about the game.
SP6	FLYING HERO: BUGLE'S BIG ADV (JAP) *Sofel*	68%	Likeable blaster, but doesn't really stand out.
SP9	FORTRESS OF FURY (JAP) *Jaleco*	68%	Nice graphics, but slow and unimaginative gameplay.
SP1	F-ZERO (JAP/US/UK) *Nintendo*	86%	Fast and smooth racing game with bland scenery.
SP2	GEORGE FOREMAN'S BOXING (US/UK) *Acclaim*	18%	Tedious, limited and almost static boxing game.
SP9	THE GHOST OF KITARO (JAP) *Bandai*	61%	Pretty, but odd scrolling, shoot-/beat-'em-up.
	GOAL (US) *Jaleco*	69%	Lots of detail, but the scrolling is too jerky.
SP6	GODS (US/UK) *Mindscape*	74%	Long-lasting platform shooter with added puzzles.
SP1	GOLDEN FIGHTER (JAP) *Culture Brain*	42%	Rubbish-looking, -playing and -sounding *SFII* rip-off.
SP13	GOOF TROOP (US) *Capcom*	69%	Puzzler starring Goofy which is fun for a while, but too easy.
SP10	GP-1 (US) *Atlus*	62%	Motorbike racing game which is nothing like the real thing.
	GPX CYBER FORMULA (JAP/US) *Takara*	70%	Average, but enjoyable, top-view racer with an anime bias.
	GRADIUS III (JAP/US) *Konami*	82%	The fab sound and lush graphics are marred by slow-down.
SP4	GUNFORCE (JAP/US) *Irem*	59%	Platform blaster which is mediocre in all departments.
SP23	HAMMERIN' HARRY (JAP) *IREM*	77%	A better than average platform puzzler.
SP24	HARDBALL 3 (US) *Accolade*	69%	A pretty limited and unexciting affair.
SP6	HARLEY'S HUMUNGOUS ADVENTURE (US/UK) *EA*	69%	Fairly imaginative platformer with sub-standard graphics.
	HAT TRICK HERO (JAP/US) *Taito*	66%	Fast football sim which is only any fun in two-player mode.
SP9	HIT THE ICE (US) *Taito*	58%	Ice hockey game with added brawling. A bit shallow.
	HOLE-IN-ONE GOLF (JAP/US) *HAL*	68%	User-friendly and nice-looking, if not very realistic.
SP3	HOME ALONE (JAP/US/UK) *THQ*	36%	Movie cash-in with banal gameplay and hopeless graphics.
SP1	HOOK (US/JAP) *Sony Imagesoft*	72%	Gorgeous-looking licence which is too slow and too easy.
SP4	HUMAN GRAND PRIX (JAP) *Human*	82%	Fast and realistic racer, although the control system's odd.
SP18	HUMANS (UK) *Gametek*	70%	*Lemmings*-like puzzle game which gets boring fast.
	HYPERZONE (JAP/US) *HAL*	30%	Tedious 3D space shoot-'em-up with a bit of Mode 7.
SP6	IMPERIUM (JAP/US) *Vic Tokai*	40%	Sad, old-fashioned shoot-'em-up featuring robot suits.
SP13	THE INCREDIBLE CRASH DUMMIES (UK) *Acclaim*	41%	Unimpressive presentation and repetitive gameplay.
SP18	INSPECTOR GADGET (US) *Nintendo*	71%	Just another platform game.
SP10	INTERNATIONAL TENNIS TOUR (JAP) *Micro World*	69%	Plays a decent game of tennis, but other games are better.
SP3	THE IREM SKINS GAME (JAP/US/UK) *Irem*	83%	Golf game which looks nice but isn't particularly accurate.
	JACK NICKLAUS GOLF (US) *Tradewest*	62%	Ruined by slow scenery redraw and unfriendly controls.
SP5	JAKI CRUSH SUPER PINBALL (JAP) *Naxat*	74%	Pinball with a slow ball and a badly-designed table.
SP3	JAMES BOND JR (US/UK) *THQ*	29%	Platform blaster with poor graphics and crap gameplay.
SP12	JAPANESE PRO WRESTLING (JAP) *Human*	78%	Four-player sim with a fair degree of realism.
SP7	JEOPARDY (US) *Gametek*	15%	Just as appalling as the original gameshow.
	JERRY BOY (JAP/US) *Sony Imagesoft*	54%	Well-designed main sprite but run-of-the-mill gameplay.
SP23	THE JETSONS (US) *Taito*	70%	A cartoon license platform adventure.Fair to middling.
SP5	JIMMY CONNORS' TENNIS (US/UK) *Ubi Soft*	88%	Tennis with added four-player antics. Great fun.
SP23	JIM POWER (JAP) *Electrobrain*	76%	A3D platformer complete with 3D glasses.
SP1	JOE AND MAC (JAP/US/UK) *Data East/Elite*	72%	Colourful graphics, but repetitive music and gameplay.
SP21	JOE AND MAC 2 (US) *Data East*	80%	A great little game which is playable and very funny.
	JOHN MADDEN FOOTBALL (JAP/US) *Electronic Arts*	79%	Fast enough, but the graphics are flat and jerky.
SP4	JOHN MADDEN FOOTBALL '93 (JAP/US/UK) *EA*	83%	Cosmetic improvements make this a much better game.
SP21	THE JUNGLE BOOK (UK) *Virgin*	82%	Virgin have done Mowgli and his chums proud.
SP13	JURASSIC PARK (UK) *Ocean*	89%	Huge film-based explore-'em-up with lots to do.
SP11	KAWASAKI CARIBBEAN CHALLENGE (US) *Gametek*	20%	Crap motorbike-racing game with abysmal graphics.
SP12	KEVIN KEEGAN'S PLAYER MANAGER (UK) *Anco*	59%	Find out how dull football management really is.
SP3	KICK OFF (JAP/UK) *Anco/Imagineer*	52%	Very flawed, but reasonably playable with two people.
SP20	KICK OFF 3 (UK) *Imagineer*	91%	Plays a quick, smooth and brilliantly competitive game.
SP5	KIKIKAIKAI (JAP)/POCKY & ROCKY (US) *Natsume*	88%	Weird, but enjoyable, shoot-'em-up with superb graphics.
SP23	KIKIKAIKAI 2 (JAP) *Natsume*	79%	Pretty much the same as the original.
SP6	KING ARTHUR'S WORLD (US/UK) *Jaleco*	83%	Enjoyable mouse-based platformer with a medieval slant.
SP20	KING OF DRAGONS (JAP) *Capcom*	53%	A sad pastiche of a beat-'em-up. Boring.
SP5	THE KING OF RALLY (JAP) *Meldac*	39%	Dull-looking 3D race-'em-up with a lack of opponents.
	KING OF THE MONSTERS (JAP/US) *Takara*	79%	Giant-sized beat-'em-up which is too dull to be fun.
SP17	KING OF THE MONSTERS 2 (JAP) *Takara*	74%	A silly combat game with only short-term entertainment.
	KITARO'S GHOST (JAP) *Bandai*	58%	Cute graphics, but the platform action is too hard.
SP21	KNIGHTS OF THE ROUND (US) *Capcom*	51%	Smashing looks backed up with crap gameplay.
	KOSHIYEN 2 (JAP) *KAC*	60%	Bog-standard baseball game with nice, Japanesey looks.
SP1	KRUSTY'S SUPER FUN HOUSE (US/UK) *Acclaim*	79%	Unusual blend of puzzling and platforms.
SP12	LAGOON (JAP/US/UK) *Kemco*	56%	Frustrating and rather dull role-player.
SP16	LAST ACTION HERO (UK) *Sony Imagesoft*	21%	A very poor scrolling beat-'em-up.
	LAST FIGHTER TWIN (JAP) *Banpresto*	59%	Side-on beat-'em-up. Nice looks, but limited gameplay.
SP13	LAMBORGHINI AMERICAN CHALLENGE (UK) *Titus*	73%	Neat racer with dull graphics and an odd difficulty curve.
SP15	THE LAWNMOWER MAN (UK) *Storm*	77%	Nice 3D sections mixed with some dull platform ones.
SP22	LEGEND (US) *Seika*	55%	Another humdrum scrolling slasher.
	LEGEND OF SUCCESS JOE (JAP) *KAC*	49%	Boxing with basic graphics and not enough moves.
SP15	LEGEND OF MYSTICAL NINJA (JAP/US/UK) *Konami*	90%	RPG/platformer with fab graphics and a real challenge.
SP17	LEGEND OF MYSTICAL NINJA 2 (JAP) *Konami*	90%	A compelling and very entertaining sequel.

	NAME, PUBLISHER	%	BRIEF DESCRIPTION
SP2	LEMMINGS (JAP/US/UK) *Sunsoft*	86%	One of the most ingenious and addictive games ever.
SP18	LESTER THE UNLIKELY (US) *Nintendo*	52%	A very mediocre platform game.
SP17	LETHAL ENFORCERS (UK) *Konami*	69%	An expensive, but very playable, shoot-'em-up.
SP6	LETHAL WEAPON (US/UK) *Ocean*	57%	Unadventurous platform shoot-'em-up.
SP22	LIBERTY OR DEATH (US/JAP) *Koei*	41%	Mildly diverting for a while, but it's too finicky.
SP24	LODERUNNER TWIN (JAP) *T&E Soft*	55%	Not very strong, even with bizzare plots and neat options.
SP8	THE LOST VIKINGS (US/UK) *Interplay*	84%	Well-designed mixture of strategy and platforms.
SP18	LUFIA & THE FORTRESS OF DOOM (US) *Taito*	79%	A decent enough RPG, but it's nothing special.
SP15	MACROSS (JAP) *Zamuse*	87%	Anime blaster with lovely looks and lots of variety.
SP16	MADDEN NFL '94 (JAP) *Electronic Arts*	85%	An American football game that's worth buying.
SP21	MAGIC BOY (UK) *JVC*	75%	An entertaining platformer – once you get to know it.
	MAGICAL GUY ADVENTURE (JAP) *Bandai*	62%	Fun platformer with cute sprites and backdrops.
SP7	MAGIC SWORD (JAP/US/UK) *Capcom*	58%	Dreadful slash-'em-up with appalling animation.
SP3	MAJOR TITLE (JAP/US/UK) *Irem*	83%	See *The Irem Skins Game*.
SP13	MARIO & WARIO (JAP) *Nintendo*	70%	This mouse-driven puzzler is absorbing but too easy.
SP11	MARIO IS MISSING (UK) *Mindscape*	70%	'Edutainment' game aimed at younger players.
SP6	MARIO PAINT (JAP/US/UK) *Nintendo*	55%	Limited, crude art package – with no print option!
SP17	MARIO'S TIME MACHINE (UK) *Mindscape*	60%	An edutainment title, but it's repetitive and tedious.
SP14	MECAROBOT GOLF (US) *Toho*	37%	Idiosyncratic and dull golf game featuring robots.
SP9	MECH WARRIOR (JAP/US) *Activision*	63%	Armour-plated platform blaster lacking imagination.
SP19	MEGA-LO-MANIA (UK) *Imagineer*	81%	An exciting and engrossing wargame.
SP20	MEGA MAN SOCCER (US) *Nintendo*	62%	A slow, tedious and rather pointless game.
SP17	MEGA MAN X (JAP) *Capcom*	88%	An innovative platformer with some smart graphics.
	METAL JACKET (JAP) *Atlus*	20%	Stilted animation and inept gameplay. Rubbish.
SP18	METAL MARINES (UK) *Mindscape*	80%	A good old smash-the-enemy-to-bits strategy game.
SP3	MICKEY'S MAGICAL QUEST(JAP/US/UK) *Capcom*	89%	Polished platformer with fab looks, but no challenge.
SP20	MICKEY'S ULTIMATE CHALLENGE (US) *Hi-Tech*	54%	Pretty graphics, but the gameplay stinks.
SP13	MIGHT & MAGIC II (UK) *Elite*	43%	Tedious RPG with little depth or gameplay.
SP7	MONOPOLY (JAP/US) *Parker Brothers*	40%	Why bother when the board game's cheaper?
SP11	MORTAL KOMBAT (UK) *Acclaim*	81%	No gore and fewer moves, but still a great game.
SP24	MORTAL KOMBAT II (UK) *Acclaim*	90%	A real improvement on *MKII*, and a potential classic.
SP13	MR NUTZ (UK) *Ocean*	86%	Cute 'n' colourful graphics and slick programming.
SP22	MUSCLE BOMBER (US/JAP) *Capcom*	78%	Big and attractive, but not enough for most gamers.
	MUSYA (JAP/US) *Datam*	24%	Don't be fooled by the nice backdrops – this is crap.
SP9	NAMCOT OPEN (JAP) *Namco*	80%	Nice golf sim with fast and efficient graphics.
	NBA ALL-STAR CHALLENGE (JAP/US) *LJN*	59%	Nicely presented and realistic basketball sim.
SP17	NBA JAM (US) *Acclaim*	87%	Multitap-compatible and brilliant fun with it.
SP16	NBA SHOWDOWN (US) *Electronic Arts*	89%	Plays a fast and satisfyingly violent game of basketball.
SP14	NFL FOOTBALL (US) *Konami*	76%	Lots of special effects, but a limited amount of control.
SP22	NLH HOCKEY '94 (US/UK) *Ocean*	89%	The most playable and entertaining ice hockey game.
SP4	NHLPA HOCKEY (US/UK) *Electronic Arts*	87%	Nice ice hockey sim, although the graphics are jerky.
SP18	NHL STANLEY CUP (US) *Nintendo*	79%	The most exiting conversion of ice hockey available.
SP8	NIGEL MANSELL F1 CHALLENGE (JAP) *Infocom*	85%	Good, fast, high-quality racing action.
SP20	NINJA WARRIORS (US) *Taito*	84%	A smart walk-along fighting game. Worth checking out.
	NOLAN RYAN'S BASEBALL (JAP/US) *Romstar*	73%	A slick sim with slightly tricky controls.
SP4	NORTH STAR KEN 6 (JAP) *Toei*	42%	*SFII* clone with huge sprites, but little action.
SP21	100% COTTON (JAP) *Datam Polystar*	79%	Great shooter with superb style, but easy to finish.
SP24	OPERATION EUROPE (US) *Koei*	46%	A dull fighting game – poorly thought out and slow.
SP9	OPERATION LOGIC BOMB (US) *Jaleco*	68%	See *Fortress Of Fury*.
	OTHELLO WORLD (JAP) *Tsukuda*	52%	Plays a faithful game of *Othello*, but why bother?
SP12	QUT TO LUNCH (UK) *Mindscape*	84%	Big, cute, cleverly animated and challenging.
SP21	PAC-ATTACK (UK) *Nintendo*	69%	Get *Super Puyo Puyo* instead.
SP16	PALADIN'S QUEST (US) *Enix*	62%	Not a bad little RPG, but buy *Secret Of Mana* instead.
SP7	PEBBLE BEACH GOLF LINKS (JAP/US/UK) *T&E*	82%	Fun and extremely accurate sim for up to three players.
SP5	PGA TOUR GOLF (JAP/US/UK) *Electronic Arts*	60%	Slick presentation, but below-par playability.
SP1	PHALANX (JAP/US) *Kemco*	70%	Unremarkable scrolling shooter with nice graphics.
SP1	PILOT WINGS (JAP/US/UK) *Nintendo*	92%	Looks good and is a test of hand-eye co-ordination.
SP17	PINK GOES TO HOLLYWOOD (US) *Tecmagik*	76%	An enjoyable, but flawed, platformer.
SP18	PINBALL DREAMS (UK) *Gametek*	75%	A not-very-impressive pinball conversion.
SP2	PIPEDREAM (JAP) *Bullet-Proof Software*	66%	Well turned-out puzzle which gets boring fast.
SP14	PLOK! (US) *Tradewest*	90%	Cute platformer which is fun enough to stand out.
SP8	POP'N TWINBEE (JAP/US/UK) *Konami*	84%	Ultra-cute blaster with rather weak gameplay.
SP2	POPULOUS (JAP/US/UK) *Imagineer*	85%	Great god-game which may get boring after a while.
SP23	POPULOUS 2 (UK) *Imagineer*	87%	Bigger and better than the original.
SP4	POWER ATHLETE (JAP)/POWER MOVES (US) *Kaneco*	49%	This beat-'em-up contains nothing special.
SP9	POWERMONGER (UK) *Imagineer*	77%	You'll need a lot of patience for this adventure.
SP13	PRIME GOAL (JAP) *Namco*	75%	A great game of soccer, spoilt by its lack of speed.
SP5	PRINCE OF PERSIA (JAP/US/UK) *Konami*	89%	Tough, pretty and wonderful to play. A classic.
SP6	PRO BASEBALL LEAGUE '93 (JAP) *Sony*	77%	Cute characters, slick animation and some neat extras.
SP7	PRO QUARTERBACK (US) *Tradewest Sports*	62%	Nice Mode 7 graphics, but very little else.
	PRO SOCCER (JAP) *Imagineer*	27%	Crude graphics and Graham Taylor-esque gameplay.



	NAME, PUBLISHER	%	BRIEF DESCRIPTION
SP7	**PSYCHO DREAM (JAP)** *Riot*	33%	See *Dream Probe.*
SP3	**PUSHOVER (US/UK)** *Ocean*	78%	Basic domino-toppling puzzler. Short-term fun only.
SP3	**Q*BERT 3 (JAP/US)** *NTVIC*	67%	Nostalgia value alone isn't enough to make this fun.
SP3	**RACE DRIVIN' (US/UK)** *THQ*	35%	Badly programmed racer with nasty 3D graphics.
SP21	**RACCOON RASCAL (JAP)** *NCS Masiya*	79%	A distinctive and enjoyable puzzle game.
	RAIDEN DENSETSU (JAP)/RAIDEN TRAD (US) *Toei*	54%	This shooter is too slow to provide any excitement.
SP18	**RAINBOW BELL ADVENTURES (UK)** *Konami*	70%	Cute, enjoyable and addictive platform game.
SP2	**RAMPART (US)** *Electronic Arts*	79%	Primitive-looking, but fun, puzzler. Great with two.
	RANMA 1/2 (JAP) *NCS Masiya*	75%	Neat anime beat-'em-up with mismatched characters.
SP6	**RANMA 1/2 PART TWO (JAP)** *NCS Masiya*	73%	Good-looking characters, but it's far too easy.
SP21	**RANMA 1/2: HARD BATTLE (JAP)** *Rumic Soft*	79%	The best *Ranma 1/2* game to date.
SP14	**REDLINE F1 RACER (US)** *Absolute*	49%	Okay graphics, but almost impossible to play.
SP12	**THE REN & STIMPY SHOW: 'VEEDIOTS' (UK)** *THQ*	47%	Nice graphics, but dull gameplay and odd gags.
SP2	**RIVAL TURF (JAP/US/UK)** *Jaleco*	58%	Simultaneous two-player action, but repetitive baddies.
SP4	**ROAD RIOT 4WD (US/UK)** *THQ*	20%	This split-screen racer is primitive in every respect.
SP4	**ROAD RUNNER (JAP/US/UK)** *Sunsoft*	42%	Faithful to the cartoon, but the gameplay is simplistic.
SP2	**ROBOCOP 3 (US/UK)** *Ocean*	50%	Far too difficult and often ridiculously unfair.
SP14	**ROBOCOP VS TERMINATOR (UK)** *Virgin*	27%	Apart from the graphics, this is shabby beyond belief.
	THE ROCKETEER (JAP/US) *IGS*	33%	Lovely graphics, but there's little audience participation.
SP12	**ROCK 'N' ROLL RACING (UK)** *Interplay*	88%	Very challenging and lots of fun to play.
SP12	**ROCKY RODENT (JAP)** *Irem*	50%	Dull game with no variety in graphics or gameplay.
	ROGER CLEMENS' MVP BASEBALL (US) *Acclaim*	73%	Great animation, but a few problems with the controls.
	ROMANCE OF THE 3 KINGDOMS II (JAP/US) *Koei*	55%	Complex, but not very interesting, strategy game.
SP20	**ROMANCE OF THE 3 KINGDOMS III (US)** *Koei*	67%	For dedicated strategy wargamers only.
	RPM RACING (JAP/US) *Interplay*	58%	Fun racer, although the scrolling's a bit rough.
SP16	**R-TYPE III (JAP)** *Irem*	83%	A polished shoot-'em-up with frantic action.
SP10	**RUN SABER (US)** *Atlus*	59%	Pretty backdrops but not much in the way of gameplay.
SP5	**RUSHING BEAT RUN (JAP)** *Jaleco*	60%	Beat-'em-up which is nice to look at, but boring to play.
SP19	**RUSHING BEAT 3 (JAP)** *Jaleco*	66%	Another boring side-scrolling beat-'em-up.
	SD DODGEBALL (JAP) *Banpresto*	42%	The worst of the series of dodgeball games.
	SD GREAT BATTLE (JAP) *Banpresto*	38%	Crusty arcade adventure with tedious gameplay.
SP9	**SD GREAT BATTLE III (JAP)** *Banpresto*	63%	Cute characters and nice graphics, but lacks depth.
SP15	**SECRET OF MANA (US)** *Squaresoft*	94%	Enormous four-player RPG which looks stunning.
SP15	**SENSIBLE SOCCER (UK)** *Sony Imagesoft*	91%	Utterly realistic sim with great playability. The best.
SP10	**SEPTENTRION (JAP)** *Human*	90%	Atmospheric and playable disaster movie-type game.
SP14	**THE 7TH SAGA (US)** *Enix*	69%	A run-of-the-mill RPG with little to recommend it.
SP10	**SHADOWRUN (UK)** *Data East*	85%	Scrupulously designed adventure, packed with puzzles.
SP9	**SHANGHAI 2 (JAP/US)** *Activision*	58%	Very basic puzzler that can become addictive.
SP19	**SIDE POCKET (UK)** *Marubeni*	86%	Plays a great game of pool. Recommended.
SP1	**SIM CITY (JAP/US/UK)** *Maxis/Nintendo*	84%	Build the city of your dreams in this absorbing classic.
SP9	**SIM EARTH (JAP/US)** *Imagineer*	34%	This has too much to do and eventually gets tedious.
SP4	**SKÜLJAGGER (US)** *American Softworks*	58%	Lacklustre pirate adventure that's too easy.
SP14	**SKY BLAZER (UK)** *Sony*	78%	A pretty platformer, but too lightweight.
SP23	**SMASH BALL (JAP)** *Charactersoft*	82%	An addictive game with ever-so-cute graphics.
SP18	**SOCCER KID (UK)** *Ocean*	84%	An addictive platform game with a footballing twist.
SP24	**SOOCER SHOOTOUT (US)** *Capcom*	80%	A tad rough around the edges but a good footie blast.
SP18	**SOLDIERS OF FORTUNE (US)** *Spectrum HoloByte*	89%	A brilliant and challenging shoot-'em-up.
SP8	**SOLSTICE II: EQUINOX (US/UK)** *Sony Imagesoft*	90%	Polished adventure with brill graphics and sound.
SP2	**SONIC BLAST MAN (JAP/US)** *Taito*	69%	Scrolling beat-'em-up with limited longevity.
SP23	**SONIC BLAST MAN 2 (JAP)** *Taito*	31%	A poor scrolling beat-'em-up.
SP21	**SOS (US)** *Vic Tokai*	83%	Plenty of challenge and a genuinely new game style.
SP2	**SOUL BLAZER (JAP/US)** *Enix*	89%	Slick and graphically gorgeous *Zelda*-type adventure.
SP17	**SPACE ACE (UK)** *Empire*	58%	Awful sprites, awful gameplay, awful game.
	SPACE FOOTBALL (JAP/US) *Triffix*	52%	Short-term thrills only in this strange footy sim.
SP21	**SPACE INVADERS (JAP)** *Taito*	40%	A pointless conversion of the old classic.
	SPACE MEGAFORCE (US) *Toho/Compile*	87%	Technically wonderful and great-playing shoot-'em-up.
	SPANKY'S QUEST (JAP/US) *Natsume*	58%	Bizarre affair involving killing baddies with bubbles.
SP21	**SPECTRE (UK)** *GameTek*	90%	A simple and stunning tank combat game. Buy it.
SP22	**SPEED RACER (US/UK)** *Accolade*	65%	Decent racing bits marred by sloppy platform sections.
SP22	**SPIDERMAN & THE X-MEN (US/UK)** *Acclaim*	72%	Unattractive-looking platformer that won't last.
SP24	**SPIKE MCFANG (US)** *Bullet Proof*	82%	Packed with all that's good about a Japanese game.
SP2	**SPINDIZZY WORLDS (JAP/US/UK)** *ASCII*	69%	Clever little arcade puzzler, but it's looking dated now.
SP19	**SPORTS ILLUSTRATED CHAMPIONSHIP (US)** *Malibu*	70%	Football and baseball on one cart. Limited.
SP7	**STARFOX (JAP/US)/STARWING (UK)** *Nintendo*	93%	Absolutely brilliant 3D shoot-'em-up. Get it!
SP21	**STAR TREK: THE NEXT GENERATION (US)** *Spectrum HoloByte*	39%	A compilation of very poor sub-games. Disappointing.
SP1	**STREET FIGHTER II (JAP/US/UK)** *Capcom*	94%	Your SNES is wasted if you haven't got this!
SP11	**STREET FIGHTER II TURBO (JAP/US/UK)** *Capcom*	96%	A faster, better-looking version of the original.
SP3	**STRIKE GUNNER (JAP/US/UK)** *Activision*	65%	Average vertical blaster with boring backgrounds.
SP10	**STRIKER (UK)** *Elite*	89%	Easy-to-play footy sim that's also easy on the eyes.
SP9	**SUMO SPIRITS (JAP)** *Takara*	47%	Fairly realistic, but who cares? It's sumo.
SP12	**SUNSET RIDERS (UK)** *Konami*	87%	Enjoyable two-player blast, but can get repetitive.

	NAME, PUBLISHER	%	BRIEF DESCRIPTION
SP2	SUPER ADV ISLAND (JAP/US/UK) *Hudson Soft*	75%	Nice backgrounds but simplistic platform gameplay.
SP12	SUPER AIR DIVER (UK) *Sunsoft*	51%	Looks good, but the gameplay's too insubstantial.
SP3	SUPER ALESTE (JAP/US/UK) *Toho/Compile*	87%	See *Space Megaforce*.
SP12	SUPER BACK TO THE FUTURE 2 (JAP) *Toshiba/EMI*	61%	Good graphics and sound, but awful controls.
	SUPER BASEBALL SIM 1000 (JAP/US) *Culture Brain*	49%	Good pitching and batting, but poor graphics.
	SUPER BASES LOADED (JAP/US) *Jaleco*	55%	Jerky graphics and limited gameplay.
	SUPER BASES LOADED II (JAP/US) *Jaleco*	63%	The same as above, but with, er, a II afterwards.
SP4	SUPER BASKETBALL (JAP/US/UK) *Nintendo/HAL*	84%	Accomplished and very playable game of basketball.
SP6	SUPER BATTER UP (US) *Namco*	53%	Uncontrollable baseball game with garish graphics.
	SUPER BATTLETANK (JAP/US/UK) *Absolute*	50%	Some good explosions, but generally boring.
SP19	SUPER BATTLETANK 2 (US) *Absolute*	43%	Don't bother.
SP7	SUPER BIKURI MAN (JAP) *Interbec*	18%	Ridiculously bad beat-'em-up which is far too easy.
SP10	SUPER BLACK BASS (JAP) *Hot B*	42%	Fancy going fishing on your SNES? You're very sad.
SP9	SUPER BOMBERMAN (JAP/UK) *Hudson Soft*	92%	Brilliantly manic four-player maze game.
SP21	SUPER BOMBERMAN 2 (JAP) *Hudson Soft*	91%	Nearly as brilliant as the first game (see above).
SP1	SUPER BOWLING (JAP/US) *Athena*	48%	Bowling's too boring to make a decent SNES game.
SP1	SUPER CASTLEVANIA IV (JAP/US/UK) *Konami*	91%	Huge, atmospheric platformer with great sound.
SP19	SUPER CHASE HQ (JAP) *Taito*	55%	A badly-made 'action' driving game.
SP9	SUPER CONFLICT (US) *Vic Tokai*	49%	Boring and outdated hex-based wargame.
	SUPER CUP SOCCER (JAP) *Jaleco*	69%	See *Goal*.
SP19	SUPER CUP SOCCER 2 (JAP) *Jaleco*	60%	A Japanese footy sim that offers nothing new.
SP3	SUPER DOUBLE DRAGON (JAP/US) *Technos*	68%	Large variety of moves, but it's crap and too easy.
	SUPER DUNKSHOT (JAP/US) *HAL*	84%	Slightly confusing sim with fabulous 3D graphics.
SP9	SUPER DUNKSTAR (JAP) *Sammy*	55%	Basketball sim which plays okay, but looks primitive.
SP15	SUPER EMPIRE STRIKES BACK (JAP/UK) *LucasArts*	71%	Unoriginal sequel with lots of slow-down.
	SUPER EDF (JAP/US) *Jaleco*	68%	Pretty shoot-'em-up with some boring gameplay.
SP1	SUPER F1 CIRCUS (JAP) *Nichibutsu*	74%	Ordinary-looking racer which is fast and feels good.
	SUPER F1 CIRCUS (JAP) *Nichibutsu*	74%	Limited-edition version with real Grand Prix names.
SP13	SUPER F1 CIRCUS 2 (JAP) *Nichibutsu*	34%	The lack of other cars on the track makes this dull.
	SUPER F1 GRAND PRIX (JAP) *Video System*	44%	Unexciting racer with no two-player mode.
SP8	SUPER F1 HERO (JAP) *Varie*	49%	Racer with appalling graphics and no sense of speed.
SP11	SUPER FAMILY TENNIS (JAP) *Namcot*	83%	Polished four-player sim with limited controls.
	SUPER FIRE PRO WRESTLING (JAP) *Human*	56%	Dull-looking and too tough, but okay with two players.
SP7	SUPER FIRE PRO WRESTLING 2 (JAP) *Human*	72%	Crap on your own, great with a multitap.
SP11	SUPER FORMATION SOCCER II (JAP) *Human*	70%	The four-player version of *Super Soccer*.
SP2	SUPER GHOULS 'N' GHOSTS (JAP/US/UK) *Capcom*	85%	Brilliant graphics (with slow-down), but it's frustrating.
SP11	SUPER HIGH IMPACT (JAP/US) *Acclaim*	74%	Stripped-down and enjoyable US footy game.
SP24	SUPER ICE HOCKEY (UK) *Sunsoft*	55%	A multiple view sports sim with cheap gimmicks.
SP8	SUPER JAMES POND (US/UK) *Ocean*	79%	Lots of levels to keep you playing, but it's too juddery.
SP11	SUPER MARIO ALL STARS (JAP/US/UK) *Nintendo*	96%	Four brilliant *Mario* games on one huge cart!
SP1	SUPER MARIO KART (JAP/US/UK) *Nintendo*	93%	Four-games-in-one racer with great two-player mode.
SP2	SUPER MARIO WORLD (JAP/US/UK) *Nintendo*	94%	Repetitive backgrounds, but awesome challenge.
SP20	SUPER METROID (JAP) *Nintendo*	92%	Marvellous platform shooter destined for classic status.
SP4	SUPER NBA BASKETBALL (JAP/US/UK) *Tecmo*	86%	Playable, accurate and comprehensive sim.
SP4	SUPER OFF ROAD (JAP/US/UK) *Tradewest*	63%	Limited overhead-view racer offering short-term fun.
SP14	SUPER OFF ROAD BAJA (US) *Tradewest*	69%	Fun for a while, but the lack of variety scuppers it.
SP1	SUPER PANG (JAP/US) *Capcom*	72%	Smart graphics, but really needs a two-player mode.
SP5	SUPER PARODIUS (JAP/UK) *Konami*	86%	Hilarious graphics make this a blast. Bit easy, though.
SP24	SUPER PC KID (JAP) *Hudson Soft*	75%	A huge game with humour, surprises and fun.
SP19	SUPER PINBALL: BEHIND THE MASK (JAP) *Meldac*	73%	Nice to look at, but very limited to play.
SP2	SUPER PLAY ACTION FOOTBALL (US) *Nintendo*	71%	Complex sim that is accurate rather than playable.
SP2	SUPER PROBOTECTOR (UK) *Konami*	90%	See *Contra 3*.
SP13	SUPER PUTTY (UK) *System 3*	84%	Fun, slick, and very weird, Amiga-derived platformer.
SP18	SUPER PUYO PUYO (JAP) *Banpresto*	91%	An addictive and completely brilliant puzzle game.
SP1	SUPER R-TYPE (JAP/US/UK) *Irem*	72%	Great-looking shooter which suffers from slow-down.
SP13	SUPER SLAP SHOT (US) *Virgin*	65%	Awkward-playing ice hockey sim with dodgy graphics.
SP1	SUPER SMASH TV (JAP/US/UK) *Acclaim*	84%	Frantic, ultra-violent blaster with hordes of baddies.
SP1	SUPER SOCCER (JAP/US/UK) *Human/Nintendo*	83%	Enjoyable, but flawed, sim with impressive graphics.
SP4	SUPER STAR WARS (JAP/US/UK) *JVC*	89%	Accurate, atmospheric and tough platform blaster.
SP23	SUPER STREET FIGHTER II (JAP) *Konami*	96%	A king amonst pretenders. The best beat-'em-up yet.
SP8	SUPER STRIKE EAGLE (US/UK) *MicroProse*	61%	Disappointing flight sim with blocky graphics.
SP9	SUPER SUMO (JAP) *Namcot*	44%	Nice comedy graphics, but sumo is still dull.
SP6	SUPER SWIV (JAP/US/UK) *The Sales Curve*	82%	Slick two-player shooter. Good fun, if a little samey.
SP1	SUPER TENNIS (JAP/US/UK) *Tonkin House*	92%	Amazing range of shots and lots of tournaments too.
SP5	SUPER TETRIS 2 + BOMBLISS (JAP) *Bullet-Proof*	83%	A great conversion of the classic puzzler.
SP8	SUPER TOM & JERRY (US/UK) *High-Tech Expressions*	42%	Poor platformer with lots of slow-down.
SP20	SUPER TROLL ISLANDS (US) *American Softworks*	70%	Bright and cheerful game for the younger player.
SP10	SUPER TURRICAN (US/UK) *Seika*	80%	Fast, smooth shooter with some slick graphics.
	SUPER VALIS IV (JAP/US) *Telenet*	52%	Contrived, boring and linear platformer.
SP5	SUPER VOLLEY II (JAP) *Video System*	82%	Weird 2D volleyball sim with a wealth of moves.
SP12	SUPER WIDGET (US) *Atlus*	54%	Boring cartoon-derived platformer.

	NAME, PUBLISHER	%	BRIEF DESCRIPTION
SP1	**SUPER WWF (JAP/US/UK)** *Acclaim*	74%	This would be fun if all the wrestlers weren't so similar.
SP19	**SUZUKA 8 HOURS (JAP)** *Namcot*	59%	Slow, hard to get into and lacks originality.
SP5	**SUZUKI AGURI F1 (JAP)** *LOZC*	72%	Well-presented racer, but the corners appear too fast.
SP8	**SYO THE SEAL (JAP)** *Takara*	79%	A cute platformer, but it's sometimes a bit empty.
SP5	**SYVALION (JAP/UK)** *JVC*	46%	Maze-based scrolling shooter which lacks challenge.
SP9	**TAZ-MANIA (US/UK)** *THQ*	54%	Run along the road, and, er... That's about it, really.
SP7	**TERMINATOR (US/UK)** *Mindscape*	59%	Average, film-based blaster with dark graphics.
SP19	**T2: JUDGMENT DAY (UK)** *LJN*	52%	A real waste of a license. Leave it on the shelf.
SP16	**T2: THE ARCADE GAME (UK)** *Acclaim*	71%	A smooth and addictive arcade game, but boring.
SP6	**TEST DRIVE II: THE DUEL (US/UK)** *Accolade*	58%	Racer which is difficult to control and not very exciting.
SP18	**TETRIS BATTLE GAIDEN (JAP)** *Bullet-Proof Software*	86%	A brilliant (and worthy) sequel to *Tetris*.
SP19	**3D BASEBALL (JAP)** *Jaleco*	63%	Too much Japanese text makes this difficult to play.
	THUNDER SPIRITS (JAP/US) *Toshiba EMI*	73%	Shoot-'em-up spoiled by slow-down.
SP14	**TIME SLIP (UK)** *Vic Tokai*	60%	Poorly executed platformer which is far too easy.
SP20	**TIME TRAX (UK)** *Malibu/THQ*	73%	Slick and entertaining, but short-lived.
SP5	**TINY TOONS (JAP/US/UK)** *Konami*	89%	Lovable platformer with bags of variety and challenge.
	TKO BOXING (US) *Sofel*	38%	Well-presented sim with simplistic, boring gameplay.
SP3	**TOP GEAR (JAP/US/UK)** *Kemco*	76%	Lots of fast driving fun, but only with two players.
SP13	**TOP GEAR 2 (UK)** *Kemco*	74%	Nicely done, but offers nothing new.
SP14	**TOTAL CARNAGE (UK)** *THQ*	63%	*Smash TV* sequel which isn't as frantic as the original.
SP9	**TOYS (US)** *Absolute*	24%	Sad and boring film conversion with awful graphics.
SP11	**TRODDLERS (UK)** *Storm*	79%	Addictive puzzler with an unfriendly learning curve.
SP8	**TUFF E NUFF (US)** *Jaleco*	78%	See *Dead Dance*.
SP20	**TURN AND BURN (US)** *Absolute*	71%	The best SNES airborne combat sim yet.
SP2	**TURTLES IV: TURTLES IN TIME (JAP/US/UK)** *Konami*	84%	Great-looking beat-'em-up which can get repetitive.
SP15	**TURTLES: TOURNAMENT FIGHTERS (UK)** *Konami*	90%	Great beat-'em-up with lots of fighters and locations.
SP8	**2020 SUPER BASEBALL (JAP)** *KAC*	85%	Fun two-player sim with the addition of robots.
SP22	**ULTIMA VI (US/UK)** *FCI*	45%	Compared to *Mana*, it's a shameful bit of old tat.
	ULTIMATE FOOTBALL (JAP) *Sammy*	51%	Limited and technically unadventurous US footy sim.
	ULTRAMAN (JAP/US/UK) *Bandai*	35%	Ridiculous-looking beat-'em-up.
SP9	**ULTRASEVEN (JAP)** *Bandai*	45%	*Godzilla*-type beat-'em-up which is funny but tacky.
SP7	**UNCHARTED WATERS (JAP/US)** *Koei*	37%	Incredibly boring naval strategy game.
SP8	**USA ICE HOCKEY (JAP)** *Jaleco*	60%	Looks nice, but the slow-down makes it unplayable.
SP7	**USHIO AND TORA (JAP)** *Yutaka*	35%	Poor scrolling cut-'em-up with only two moves.
SP14	**UTOPIA (US)** *Jaleco*	86%	Absorbing *Sim City*-type affair with lots of depth.
SP2	**VANNA WHITE'S WHEEL OF FORTUNE (US)** *Gametek*	19%	A *gameshow* conversion? Oh dear.
SP13	**VIRTUAL SOCCER (UK)** *Hudson Soft*	87%	An excellent game of footy, but can get frustrating.
SP4	**VOLLEYBALL TWIN (JAP)** *Tonkin House*	76%	Plays solidly, but slow scrolling makes it frustrating.
	WAIALAE COUNTRY CLUB (JAP/US) *T&E Soft*	82%	Accurately depicted golf sim based on a real course.
SP7	**WARPSPEED (US/UK)** *Accolade*	32%	Very dated and crudely presented space shooter.
SP9	**WAYNE'S WORLD (UK)** *THQ*	26%	Awful platformer. The joke isn't funny any more.
SP24	**WILD GUNS (JAP)** *Natsume*	87%	A target-led blaster filled with neat touches.
SP22	**WILDTRAX (US/JAP)** *Nintendo*	93%	The most playable and varied racing game ever.
SP5	**WING COMMANDER (US)** *Mindscape*	60%	Average conversion of overrated 3D space shooter.
SP13	**WING COMMANDER: SECRET MISSIONS (UK)** *Mindscape*	64%	A few extra bits, but not enough to make it fab.
SP2	**WINGS II (JAP/US)/BLAZING SKIES (UK)** *Namco*	71%	Impressive-looking WWI flying sim/shoot-'em-up.
SP20	**WINTER OLYMPICS (UK)** *US Gold*	35%	A boring, badly-designed multi-event sports sim.
SP21	**WIZARDRY V (US)** *Capcom*	39%	Slow, tedious and pointless RPG.
SP17	**WOLFENSTEIN 3D (UK)** *Imagineer*	78%	A blocky, 3D blaster that's actually quite fun.
SP6	**WORDTRIS (US)** *Spectrum Holobyte*	40%	*Tetris*, but with letters. Needs luck rather than skill.
SP6	**WORLD CLASS RUGBY (JAP/UK)** *Imagineer*	74%	*Kick Off* with odd-shaped balls and stop-go gameplay.
SP20	**WORLD CUP STRIKER (UK)** *Elite*	91%	A beautifully well-rounded footy game.
SP21	**WORLD CUP USA '94 (UK)** *US Gold*	92%	The best overhead-viewed footy game on the SNES.
SP14	**WORLD HEROES (US)** *Sunsoft*	77%	Not bad with two players, but something's missing.
SP22	**WORLD HEROES 2 (JAP)** *Takara*	80%	There's *is* more to life than *SFII*.
	WORLD LEAGUE BASKETBALL (UK) *HAL*	84%	See *Super Dunkshot*.
	WORLD LEAGUE SOCCER (US) *Imagineer*	27%	See *Pro Soccer*.
SP10	**WWF ROYAL RUMBLE (UK)** *LJN/Acclaim*	79%	Flawed in one-player mode, but great fun with a mate.
SP14	**WORLD SOCCER (UK)** *Electro Brain*	29%	Confusing and shabby sim with a surfeit of Mode 7.
SP1	**XANDRA'S BIG ADVENTURE (JAP)** *Namcot*	85%	Tough platformer with versatile controls.
	XARDION (JAP/US) *Asmik*	26%	Platform shooter with crap graphics and sad gameplay.
SP20	**X-KALIBER 2097 (US)** *Activision*	68%	Average and unchallenging platform slash-'em-up.
SP6	**X-ZONE (US)** *Kemco*	55%	Another tedious Super Scope game.
SP11	**YOSHI'S COOKIE (JAP)** *Bullet-Proof Software*	76%	Fun *Tetris* clone with biccies instead of blocks.
SP12	**YOSHI'S SAFARI (JAP)** *Nintendo*	69%	At last, a decent Super Scope game. Bit easy, though.
SP16	**YOUNG MERLIN (UK)** *Virgin*	77%	A cute, colourful and enjoyable puzzle adventure.
	Y'S III (JAP/US) *Tonkin House*	72%	Fun RPG viewed from the side, but it's not very big.
SP2	**ZELDA: LINK TO THE PAST (JAP/US/UK)** *Nintendo*	93%	The definitive adventure game.
SP19	**ZOKU: THE LEGEND OF BISHIN (JAP)** *Magifact*	58%	Shallow, lacklustre driving/beat-'em-up.
SP12	**ZOMBIES ATE MY NEIGHBORS (US/UK)** *Konami*	89%	Innovative, funny shoot-'em-up.
SP16	**ZOOL (UK)** *Gremlin*	65%	Nice graphics, great music. But average.

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THE GUYVER DATA 6

Manga Video
29 minutes
RRP: £5.99
certificate PG

The Guyver has been a popular character for Manga. His simplistic good-versus-evil struggles against the evil Chronos Empire have caught the imagination of the public, and for many it's probably their introduction to powermorphing and the mobile suit culture.

Anyway, in number 6, things haven't gone too well for Sho and his less-powerful, mortal chums. In a rather dense move, Mizuki and Tetsuro have been imprisoned at the Chronos headquarters. Their spirits are hitting rather a low, as they believe Sho to be dead, vanquished by the nasty Guyver who's been dogging them for the last few Datas.

Not the case, though. Sho is all right (although rather knackered), if a bit nervous about facing the Chronos crew once more. However, there's the wild card of *Guyver 111*. This one is on Sho's side and with a bit of luck, there's every chance that they two get together and start kicking some Chronos bot.

The format of the *Guyver Datas* (each is half an hour) makes them concentrated and packed. There isn't a shot which is wasted (something the Japanese occasionally excel at in the longer films). So from the moment the pounding rock-track starts up, you're in for a roller-coaster of a ride.

This video marks the middle of the Guyver series. Although its has kept up the pressure well, you can't help feeling that the battle between Chronos and Sho plus mates needs a little bit of a new twist to regain some of the excitement which pervades the first five.Still, if you're a fan of the series, you'll need this. It's up to the usual quality. Good dubbing and close editing do their bit.

7 out of 10

TOKYO BABYLON pt 2

Manga Video
50 minutes
RRP: £10.99
15

The Tokyo Babylon series rolls on with this, the second part of the acclaimed CLAMP studio's tale of dark deeds and psychological happenings in the capital city of modern day Japan.

The story centres on two main characters. Subaru, an amusingly car-monickered young boy bearing a strange similarity to Michael Jackson initially appears to be the focal point of the film. It isn't until events introduce Mirei Hidaka to the fray, however, that the viewer realises it's her who the action will revolve around. She possesses a rare psychological ability to read previous events through postcognition.

The police use her talents to help with an inquiry into a brutal murder which took place recently on the Tokyo underground rail network. Merei visits the scene of the crime, 'relives' the former events and helps the boys in blue by passing on a sniff of information to lead them closer to the killer. The manhunt is on.

While the quality of the CLAMP collective's artwork can't be faulted, the dull, washed-out colour scheme runs to depressing levels. It conveys the feel of a city running to ruin but you miss out on any typical anime light-heartedness making the going pretty rough. And the introduction and explanation of Mirei's post-cognitive powers is – surprisingly, given the creators' pedigree – tiresomely heavy-handed and overworked which doesn't help the film's potential to entertain.

It might be worth a look if you're particularly interested in CLAMP's exploration of the theme, and those who loved part one and know what to expect will enjoy it. Most, however, will be able to find something else much more worthy of their folding green stuff.

7 out of 10

ZEGUY

Manga Video
72 minutes
RRP: £8.99
certificate PG

A popular device of fantasy fiction is to pluck a character from the real modern world and abandon them in an alternative universe of monsters and magic. Overcoming their disbelief they can, or must, adopt a new identity – perhaps even new powers – before they are able to return to the reality of home. This device is dragged out again for *Zeguy*, in which quarrelling schoolgirls Miki and Sayaka are summoned to the Empire of the Clouds (hot tip: you can always spot High Fantasy approaching when everything has Capital Letters). Evil sorceress Himiko intends to open the Gateway of the Wind, whereupon she will attain incredible powers, but Miki has an important role to play in thwarting her plans of world domination.

Zeguy remains predictable for the most part, right down to the ending (you'll see what I mean), but it's saved by the oddness of the steampunkish magic-and-machines realm created by Kazuo Suzaki. God masks and spells jostle with flying ships, boatplanes and robots to the point where you ignore the lame storyline and just enjoy the proliferation of weird hardware. The mad, be-goggled inventor assisting Himiko even bears a resemblance to Cid from *Final Fantasy II*, and he almost steals the show with his armoured tank and the small puppet simulacrum of himself that he waves on a stick. As usual, the bad guys are much more interesting than the supposed heroes.

Note that friendly PG rating, despite the swordplay: Himiko's supernatural servants bleed sand when disembowelled. Whilst *Zeguy* doesn't achieve greatness, its action sequences and the inventive animation lift it ever so slightly above the average.

7 out of 10

Super Play **heads for the anime shelves, plucks down the latest films and settles in front of the telly to watch them. Then we tell you what we think...**

As you might have read in Anime World, top of the anime debate agenda at the moment is sub-titles versus dubbing. We at *Super Play* prefer sub-titles, because the Japanese soundtracks generally sound better and more atmospheric. But dubbed videos are easier to watch, and when they're done well, they can enhance the films with relevant Westernisms. Tell us what you think about anything anime by writing to Irresponsible Pictures, *Super Play,* 30 Monmouth St, Bath, Avon BA1 2BW. Do it now!

certificate PG

ROUJIN-Z

Manga Video

80 minutes

RRP: £10.99

certificate PG

To many, the name Katsuhiro Otomo will make cause them to hand over their hard earned pennies for this film, but be warned – this isn't *Akira MkII*. *Roujin-Z* is a complete change from the troubles of Kaneda and Tetuso. Otomo has decided to tackle a much simpler tale but one very close to Japanese hearts – the care of the elderly.

It's 2020 and in Japan more than quarter of the population are over 65 and looking after them is rapidly becoming a problem. Haruko Mihashi is a student at the local medical school and when she's not working as a waitress she's looking after the old and bedridden Mr Takazawa. Enter the Z-Project, designed to rid everyone of the problem of looking after the old by putting them into a special computer controlled bed – the Z-001 – which can take care of their every need. Unfortunately for Haruko the test subject for this special project is none other than her very own Mr Takazawa! Appaled at the thought of someone being cared for by a machine, her initial suspicions seem to be confirmed when she's contacted through her school computer by Takazawa himself through the Z-001. So with a group of pensionable computer hackers, a group of friends and a runaway super bed Haruko finds herself up against a lot more than just a misguided social services.

The dubbing is fair with only the Z-001 itself being really annoying – more to do with it's appaling dialogue which makes the film unintentionally comic the wrong places. This isn't a heavy, serious film but has a point to make about a real problem in Japan today and trying to Americanise it merely confuses the film unnecessarily. Still, there is a lot to enjoy in *Roujin-Z* and it's nice to see something that has a heroine who doesn't battle demons and have either ESP or a neat line in power armour.

8 out of 10

MANGA NEWS

Above: Sayaka from *Zeguy*. Who's about to be transported to the Empire of the Clouds.

Miki, from *Zeguy* in all her rather skimpy, it has to be said, schoolgirl clobber. With a large cat as well, by the look of things.

Manga Entertainment, currently the biggest distributors of anime films in the UK, are to jointly producing an animated film with the Japanese publishers Kodansha.

Called *The Ghost In The Shell,* the venture is a film version of the popular comic. So far, all that's known about the film is that it will feature high-quality computer-generated graphics and immensely impressive super-imposition techniques.

The Ghost In the Shell is written by Masamune Shirow, the man behind *Appleseed* (see the booklet on the cover of this magazine). The film is set in the future, when, following a succession of world wars, the Japanese-led Asian syndicate dominates the world. The Shell is the security force which fights crime (especially terrorism) through the globe. The Shell is made up of operatives with cybernetic transplants, thus taking away their humanity.

The joint venture also includes Bandai Visual as a partner. This is part of the Bandai Corporation which is so heavily involved in video games. Bandai Visual was associated with the successful *Gunhead* film.

Manga are hoping to enter into more joint-productions with Kodansha in the future, and we'll be seeing *The Ghost In The Shell* in 1995.

Kodansha is one of Japan's key manga publishers, and was formed in 1909. As technology progresses, the company is increasingly getting into anime movies, and released the original video of *3x3 Eyes* and *Oh! My Goddess*.

Sailor Moon S is another series featuring the popular and ridiculously famous schoolgirl. It's being shown on TV in Japan at the moment and as yet we don't know if or when we'll be able to see it on video in this country.

But appearing on OAV is *Irresponsible Captain Tyler*. This is in addition to his cultish and irreverent TV series, which has just come to an end in Japan.

One tiny extra bit of news. Look out next month for the review of *The Secret Adventures of Tom Thumb*. It's a stop-motion film by the bolexbrothers and it's on the Manga label. Ace!

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NIntendo's pricing policies; the horror of anime; *Sky Blazer*, *Clay Fighter* and *Plok!* reviewed; and more!

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What's in store for 1994?; *Aladdin* reviewed; and a *Jurassic Park* Super Player's Guide. Hurrah!

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R-Type III and *NBA Showdown* reviewed; those Rik Mayall ads; and more SNES troubleshooting.

ISSUE 17
Mega Man X and *NBA Jam* reviewed; Nintendo rap; *Solstice II: Equinox* and *Shadowrun* guides. Cor!

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CES news; *Lufia*, *Super Puyo Puyo* and *Soccer Kid* reviewed; and a *Turtles* player's guide.

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Fatal Fury 2 reviewed; a *Mystical Ninja 2* guide; we visit Nintendo of Japan; plus a free manga book. Wow!

ISSUE 20
Super Metroid reviewed; a football special; a *Mega Man X* guide; and how to get hold of cheap carts.

ISSUE 21
Vortex previewed; *Super Bomberman 2* and *Dragon* reviewed; and a *Clay Fighter* guide.

ISSUE 22
Wild Trax reviewed; How to draw anime; Exclusive *Syndicate* feature; *NBA Jam* guide and more!

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Super Street Fighter II reviewed; exclusive Squaresoft interview; *Super Metroid* player's guide.

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Mortal Kombat* reviewed; *Breath Of Fire* reviewed; *Super Street Fighter II

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NEW TO THE UK

Here's a game so good it deserves to hog NTTUK for itself.

STUNT RACE FX

Nintendo/£49/24 Mbit

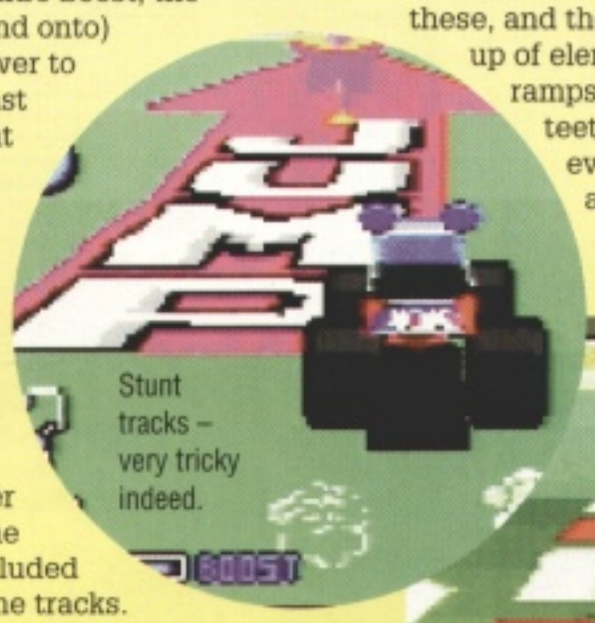
The Japanese call it *Wildtrax*, and now it's officially released over here, Nintendo are using the name *Stunt Race FX*. And it's got the Super FX chip in it and everything.

Up until now, the best driving game on the SNES has been *Super Mario Kart*. A triumph of Mode 7 programming, it rules the racing roost for months. Until *Stunt Race FX*, in fact.

The game has the quality you'd expect from Shigeru Miyamoto. From the lusciously-coloured 3D polygonal graphics to the instinctive handling of the vehicles, it's one fun experience. And not only is it remarkable for the speed, detail and smoothness, it's also a big, big game.

For a start there are *Battle Trax*. This is probably the section of the game with the most crowd-pulling power. The screen is split horizontally and you race around (in your choice of car), simply trying to beat and bash up the other guy. You have turbo boost, the ability to jump over (and onto) him and often, the power to ram others. It's very fast and frantic, and a great deal hinges on your ability to stay on the racing line. If you can get through the corners cleanly, you'll be set up for the straights. Because the SNES isn't working as hard as must for the two-player split-screen section, the programmers have included much more detail on the tracks. Planes fly overhead, birds swoop across, ships pass and all manner of other things occur. The whole thing smacks of quality.

Once you've beaten all your mates, try the *Battle Trax* against the SNES. It's tricky, but it'll sharpen your skills no end. That done, why not have a crack at the *Stunt Trax?* There are four of these, and they're made up of elements like ramps, banked turns, teetering runways and even half-pipes. You must race around trying to collect the 40 large stars with are dotted around in the worst possible places to reach.



Oh, and it's all against a strict time-limit. It's brilliant.

Then there's the radio-control section. This takes place in a series of large bowls. It's a demolition derby, and you pursue the other cars around, trying to ram them into oblivion. You don't to worry about your own energy levels, and you've unlimited boost with which to catch them.

It's against the clock, so instead of charging around randomly (the other cars are adept at hiding at the opposite side of the bowl) you must stalk them. It's a fairly simple idea, but addictive in its playing.

And that's not even the lot. There are some bonus levels as well. Here, you get to drive the giant *Wildtrax* (sorry, *Stunt Race FX*) lorry around cones and things. It happens at a different pace to the rest of the game, which is no bad thing. And it's still good fun.

Let's recap. The graphics are lovely. They're very smooth and well-animated, and really give you a feel for the vehicles. There are some great tunes (different ones for each course) and there are loads of humorous touches dotted around. And there's even a motorbike in it. *Stunt Race FX* is a game you *must* have.

Full review in issue 22.

OVERALL SCORE: 93%

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THE SUPER QUIZ ANSWERS

What did you reckon to that Welsh-dweller Daniel Whelan's efforts? Personally, we thought they were a tad simple. But that's because we had the answers in front of us. Now you can do the same.

EASY
1 *Colt.*
2 *Muscle Bomber.*
3 *Tonkin and Don J.*

MEDIUM
1 *The Three Musketeers.*
2 Terry Pratchett.
3 *Clayfighter.*

HARD
1 A raccoon.
2 *Legend of the Mystical Ninja* or *Kikikaikai 2.*
3 Sophie Marceau, if you got this right, award yourself two million points.

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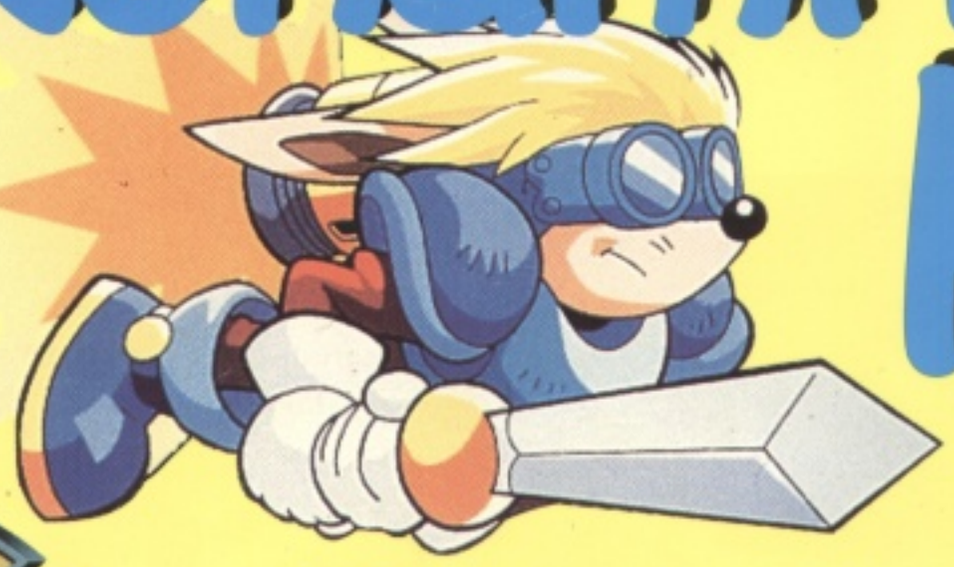

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